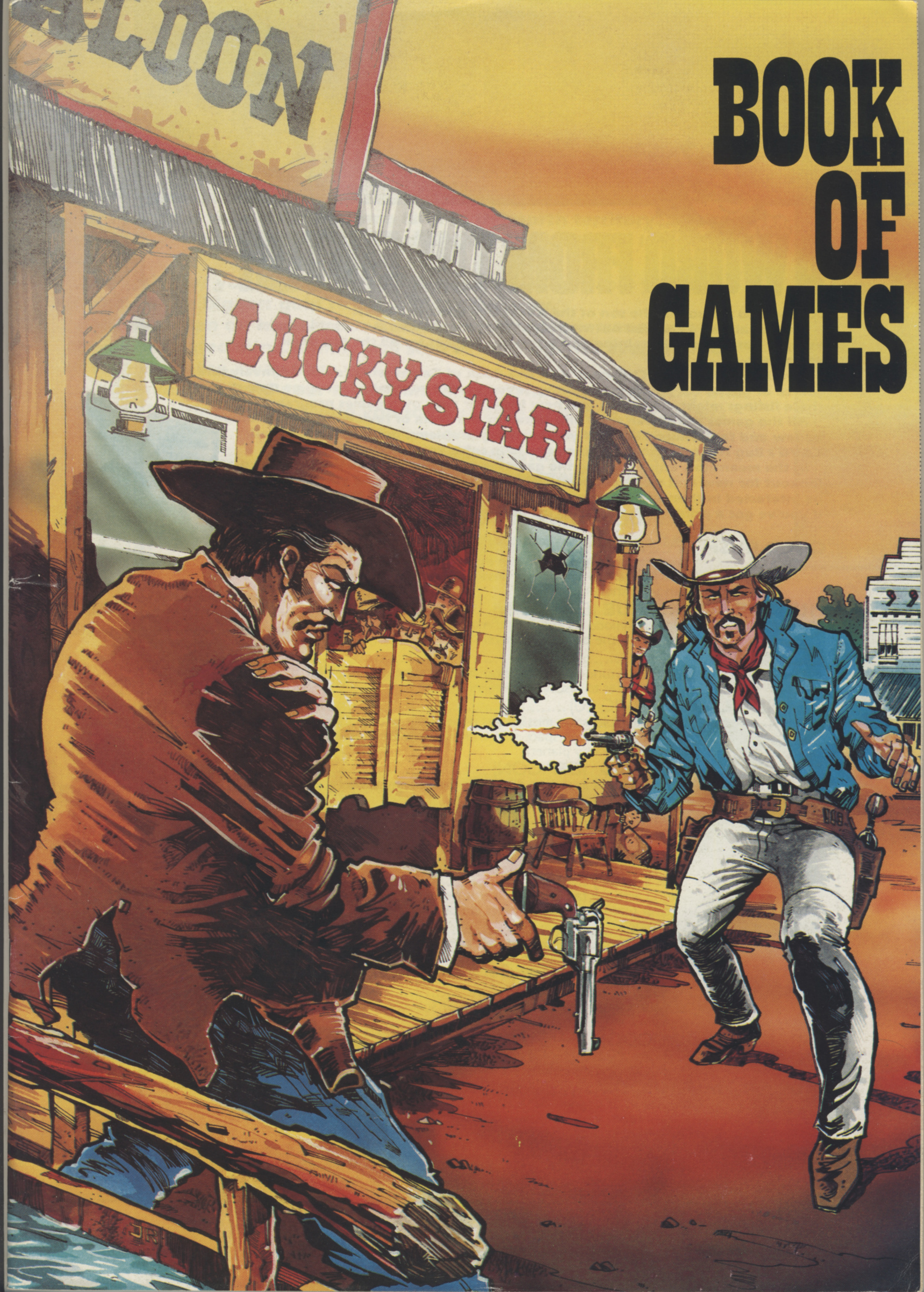
BOOK OF GAMES


ALOON
LUCKY STAR

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A WORD FROM THE EDITOR

Welcome to the son of the son of the son of The Book of Games!

Once again we've raided our vast vaults of readers' software to bring you a bumper bundle of entertaining and interesting games for all the top home computers.

If you got a micro for Christmas then this Book of Games will provide an invaluable source of games for your new machine. If you've had your micro for some time then these listings might give you a few new ideas for your own games programs!

All the games have been tried and tested by our team of reviewers so bugs should be few and far between — but if you have any problems, don't hesitate to call *C&VG's* Bug Hunter who will attempt to help solve your problems.

In the meantime, enjoy playing the games — and remember *C&VG* is always on the lookout for new and original games listings. If you have a game you think we might be interested in then send us a tape, full written details about the game and a listing if you've got a printer. Watch *C&VG* for our special software form for more details.

GOLD RUSH (SPECTRUM) 3
Have you got the nerve to join the biggest hunt for gold the west has ever seen. Be warned — you will have to be as free with your gun as you are with your shovel.

HUNCHBACK RESCUE (ELECTRON) 6
Help Quasimodo escape from the guards of the Notre Dame and rescue his sweetheart, the beautiful Esmerelda.

DIVER (VIC 20) 12
There's a fortune of gold waiting at the bottom of the sea for some daring fortune seeker to discover it. Feeling brave?

PLANET LANDER (VIC 20) 14
A routine exploration mission has gone badly wrong. Can you take the controls of the ailing space ship and guide her through an asteroid belt to safety on a nearby planet?

CHOPPER COMMAND (DRAGON) 18
An aeroplane is in serious difficulties over enemy territory. Only your skill as a chopper pilot can save the crew!!!

BRICKIE (SPECTRUM) 24
Brains as well as brawn are needed in Brickie if you are to succeed in answering all the questions and blasting your way through the prison wall.

PURPLE TURTLES (BBC) 29
Getting across a fast flowing river is never easy, especially when you discover that the stepping stones are diving turtles.

WORLD WAR 1 (BBC) 34
The allied forces have been driven back towards the coast by the Germans. They are completely out of food and ammunition and you must fight off the enemy planes and balloon-ships to deliver the vital supplies.

COSMIC PYRAMID (SPECTRUM) 39
Try your hand at the Martian version of Solitaire. Played all over the galaxy.

PIPELINE (COMMODORE 64) 42
It's a race against time to connect all the oil fields together to get the crude oil to a waiting tanker ship.

MUTANT MUSHROOMS (TEXAS) 44
The planet of Veggie has launched a major attack against Earth. Thousands of mushroom men are descending on the planet and it's up to you — yet again — to save the world.

YAHTZEE (ATARI) 48
As usual, we managed to slip in a computer version of a board game. This time, Yahtzee experts can pit their wits against their Ataris.

GOLD RUSH

SPECTRUM

You've staked your claim on some land in the north territory. You're sure that you have struck the richest deposit of gold in the last 50 years.

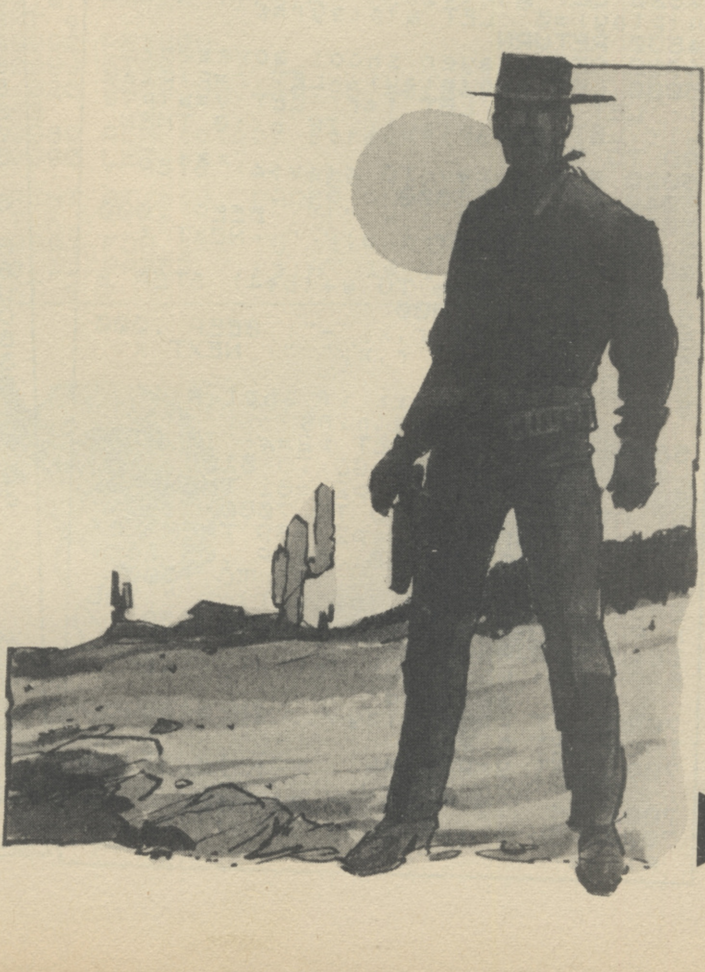
Unluckily for you, Jimmy the Kid has heard rumours that you are sitting on the biggest gold strike in living memory.

He has ridden on horseback all night to reach the entrance to your newly excavated mine. Jimmy will stop at nothing, not even murder, to take the mine away from you.

You have to defend your mine from Jimmy. The terrain is rocky and covered in prickly cacti giving you some chance to dodge the bullets and jump out and surprise Jimmy with a hail of bullets.

The program is fully documented with REM statements and includes instructions for the game.

```
   0 >RANDOMIZE : DIM b$(2): DIM
s(2): FOR g=1 TO 2: LET s(g)=0:
NEXT g: LET s=0: GO SUB 9900: GO
 SUB 9000
   1 REM initialization
   2 PRINT #0;"Written by Simon
Johnson 1984": FOR q=1 TO 20: PR
INT AT q,0; INK 1;"▌";AT q,31; I
NK 1;"▐": NEXT q: PRINT AT 0,0;
INK 1;"▛▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀
▀▀▀▀▀▀▀▀▀▀▀▀▀▀▜";AT 21,0; INK 1;"▙▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄
▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▟"
   5 LET k=+1: DIM p(2): DIM o(2
): DIM n(2): DIM m(2)
  10 LET p(1)=20: LET p(2)=1
  15 LET m(1)=1: LET n(1)=0: LET
 m(2)=0: LET n(2)=-1
  20 LET o(1)=1: LET o(2)=30
  21 REM random screen objects
  25 FOR v=1 TO 30: PRINT AT INT
 (RND*19)+1,INT (RND*29)+1; INK
4;"✚": NEXT v
  26 FOR v=1 TO 3: PRINT AT INT
(RND*19)+1,INT (RND*29)+1; INK 3
;"●": NEXT v
  27 FOR v=1 TO 20: PRINT AT INT
 (RND*19)+1,INT (RND*29)+1; INK
2;"$": NEXT v
  65 LET b$(1)="🯅": LET b$(2)="🯇
": PRINT AT p(1),o(1); INK 5;"🯅"
;AT p(2),o(2); INK 5;"🯇"
  66 PRINT AT 0,0; INVERSE 1;"PL
AYER 1 ";s(1);AT 0,20;"PLAYER 2
";s(2)
  67 REM mainframe
  71 BEEP .00001,68
  92 LET play=1: LET ink=IN 6348
6: GO TO 3000
 120 IF ink=254 THEN GO TO 5000
 121 IF play=1 THEN LET play=2:
LET ink=IN 49150: GO TO 3000
 122 IF play=2 THEN LET play=1:
IF ink=254 THEN GO TO 5000
 130 IF RND<.2 THEN GO SUB 1000
 140 GO TO 71
1000 LET qt=RND: LET h=INT (qt*1
9)+1: LET g=INT (qt*29)+1
1010 IF RND<.5 THEN GO TO 1500
1020 PRINT AT h,g;"🯅": RETURN
1510 PRINT AT h,g;".": RETURN
2000 PRINT AT 0,9; PAPER 0; INK
7;s(1);AT 0,29;s(2): RETURN
2999 REM player movement
```



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GOLD RUSH

```
3001 PRINT AT p(play),o(play);"
"
3015 IF ink=239 AND p(play)+1<21
 THEN LET k=+1: GO·SUB 4500
3020 IF ink=253 AND o(play)+1<31
 THEN LET k=+1: LET b$(play)="🯅"
: GO SUB 4000
3025 IF ink=251 AND o(play)-1>0
THEN LET k=-1: LET b$(play)="🯅":
 GO SUB 4000
3030 IF ink=247 AND p(play)-1>0
THEN LET k=-1: GO SUB 4500
3031 LET l=p(play): LET i=o(play
)
3032 IF ATTR (l,i)=62 THEN BEEP
.01,20: LET s(play)=s(play)+1: G
O SUB 2000: IF s(play)=20 THEN G
O TO 9600
3033 IF ATTR (l,i)=59 THEN GO SU
B 3500
3034 IF ATTR (l,i)=60 THEN GO SU
B 3500
3035 IF ATTR (l,i)=58 THEN GO TO
 8500
3050 PRINT AT p(play),o(play); I
NK 5;b$(play): GO TO 120
3500 LET p(play)=p(play)-m(play)
: LET o(play)=o(play)-n(play): R
ETURN
4010 LET o(play)=o(play)+k: LET
n(play)=k: LET m(play)=0
4020 RETURN
4520 LET p(play)=p(play)+k: LET
n(play)=0: LET m(play)=k
4530 RETURN
4999 REM player shoot movement
5000 LET w=o(play): LET r=p(play
): LET x=w: LET t=r: LET v=m(pla
y): ·LET b=n(play): IF b<>0 THEN
GO TO 5700
5020 FOR t=r+v TO r+(v*4) STEP v
5040 GO SUB 5800
5070 PRINT AT t,w;"|": BEEP .000
5,30: PRINT AT t,w;" ": NEXT t:
GO TO 121
5700 FOR x=w+b TO w+(b*4) STEP b
5720 GO SUB 5800
5750 PRINT AT r,x;"-": BEEP .000
5,30: PRINT AT r,x;" ": NEXT x:
GO TO 121
5799 REM     check if shot hit
             something
5800 LET o2=t: LET p2=x: IF ATTR
 (o2,p2)=58 THEN GO TO 8100
5810 IF ATTR (o2,p2)=61 THEN PRI
NT AT r,t;" ": GO TO 7000
5820 IF ATTR (o2,p2)=59 THEN LET
 j=2: BEEP .05,10: BEEP .05,15:
PRINT AT o2,p2;" ": GO TO 7000
5830 IF SCREEN$ (o2,p2)<>" " THE
N PRINT AT r,t;" ": GO TO 130
5840 RETURN
6999 REM work out which player
         is dead
7000 LET play=play+1: IF play=3
THEN LET play=1
7001 LET y=p(play): LET s=o(play
)
7002 IF j=2 THEN GO TO 8500
7009 REM print deteriaration of
 player
```

```
7010 FOR c=10 TO -10 STEP -1: PR
INT OVER 1;AT y,s;CHR$ (64+INT (
RND*26)): BEEP .05,c: NEXT c: GO
 TO 8540
7999 REM movement of indian
8000 FOR g=r+(t-r)+m(play) TO r
STEP -m(play)
8010 PRINT AT g,w;"🯆": BEEP .1,g
: PRINT AT g,w;" ": NEXT g: GO T
O 8500
8100 PRINT AT o2,p2;" "
8101 IF o2<p(play) THEN LET o2=o
2+1
8102 IF o2>p(play) THEN LET o2=o
2-1
8104 IF p2<o(play) THEN LET p2=p
2+1
8105 IF p2=o(play) AND o2=p(play
) THEN PRINT AT o2,p2; INK 5;"🯅"
: GO TO 8500
8106 PRINT AT o2,p2;"🯆": BEEP .1
,RND*5: BEEP .1,0: GO TO 8100
8110 PRINT AT r,z;"🯆": BEEP .1,r
: PRINT AT r,z;" ": NEXT z
8499 REM fight with snake or
 indian
8500 LET y=p(play): LET s=o(play
): FOR c=1 TO 10: PRINT AT y,s;b
$(play): BEEP .05,RND*10: PRINT
OVER 1;AT y,s; INK (RND*4);"🯆":
BEEP .05,RND*10
8510 PRINT OVER 1;AT y,s;"%": BE
EP .05,RND*10
8520 NEXT c
8521 PRINT AT y,s; INK 5;"🯅"
8530 IF RND>.15 THEN GO TO 8600
8535 REM death routine
8540 PRINT AT y,s;"✝": GO SUB 98
00
8550 IF play=1 THEN LET a=1: LET
 s=2
8560 IF play=2 THEN LET a=2: LET
 s=1
8570 GO TO 9500
8600 LET s(play)=s(play)+1: GO S
UB 2000: IF s(play)=20 THEN GO T
O 9600
8610 GO TO 130
8999 REM instructions
9000 CLS : PRINT TAB (10); PAPER
 6; INVERSE 1; BRIGHT 1;"GOLD RU
SH": PRINT AT 0,8;"🯅";AT 0,20;"🯅
"
9010 PRINT '"Theres GOLD in dem
dare hills   and theres two o'yu
 after it andthey'll stop at not
hing to kill each other."
9020 PRINT "Dont hit or walk int
o an indian (🯆)or his snake($)."
: PRINT "His retaliation may pro
ve fatal"'"Hitting a beer barrel
(●) will    cause retaliation by
the indiansON YOUR OPPONENT(take
 note !!)"
9025 PRINT "If you kill an india
n or his    snake you are given
a gold coin"
9035 PRINT '"The town will slowl
y increase   its population of i
ndians          and gold"
```

BY SIMON JOHNSON

SPECTRUM

```
9040 PRINT "The winner is the pl
ayer who outlives his oppenent o
r who         collects 20 gold pie
ces(.)"
9050 PRINT #0;"PRESS ANY KEY TO
CONTINUE": PAUSE 0: ·CLS
9060 PRINT TAB (10);"GOLD RUSH"'
''"CONTROLS..."
9070 PRINT '"PLAYER 1"''"2...RIG
HT"'"3...LEFT"'"4...UP"'"5...DOW
N"'"1...SHOOT"
9080 PRINT AT 5,18;"PLAYER 2"
9081 PRINT AT 7,18;"L...RIGHT";A
T 8,18;"K...LEFT";AT 9,18;"J...U
P";AT 10,18;"H...DOWN";AT 11,18;
"ENTER...SHOOT"
9090 PRINT AT 21,0;"PRESS ANY KE
Y TO CONTINUE": PAUSE 0: CLS : R
ETURN
9499 REM print on screen who is
 the winner
9500 GO SUB 9990: CLS : PRINT TA
B (10);"GOLD RUSH": PRINT '"PLAY
ER ";a;" IS "; INVERSE 1;"DEAD":
 BEEP 1,-30: PRINT ' INVERSE 1;"
PLAYER ";s; INVERSE 0;" IS THERE
FORE THE WINNER": BEEP .3,2: BEE
P .3,4
9520 PRINT AT 19,0;"PRESS 'Y' FO
R ANOTHER GAME"
9530 IF INKEY$="y" THEN BORDER 7
: PAPER 7: CLS : GO TO 2
9540 IF INKEY$="n" THEN PRINT US
R 0
9550 PAUSE 1: BORDER 0: BORDER 1
: BORDER 6: BORDER 1: BORDER 5:
BORDER 6: BORDER 1: GO TO 9530
9619 REM print how has collected
 20 coins first
9620 GO SUB 9990: CLS : PRINT TA
B (10);"GOLD RUSH": PRINT '' INV
ERSE 1;"PLAYER ";play; INVERSE 0
;" HAS COLLECTED 20  GOLD COINS
SO HE IS THE WINNER"
```

```
9630 FOR r=1 TO 5: BEEP .05,5: B
EEP .05,5: BEEP .05,7: BEEP .05,
7: BEEP .05,9: BEEP .05,9: BEEP
.05,7: BEEP .05,7: BEEP .05,5: B
EEP .05,5: NEXT r
9640 GO TO 9520
9799 REM data for death march
9800 RESTORE 9820: FOR r=1 TO 11
: READ a,s: BEEP .05,0: BEEP a-.
2,s: BEEP .05,0: NEXT r: RETURN
9820 DATA 1,0,.75,0,.25,0,1,0,.5
,3,.5,2,.5,2,.5,0,.5,0,.5,-1,1,0
9899 REM data for graphics
9900 RESTORE 9910: FOR q=USR "a"
 TO USR "g"+7
9910 READ e: POKE q,e: NEXT q: R
ETURN
9920 DATA 24,24,59,92,152,36,36,
66
9930 DATA 24,152,152,249,31,24,2
4,24
9940 DATA 48,56,116,191,116,56,7
2,132
9950 DATA 24,24,220,58,24,36,36,
66
9960 DATA 60,126,255,255,255,255
,126,126
9970 DATA 24,24,126,126,24,24,24
,24
9990 LET k$="
          ": FOR h=0 TO 21: P
RINT AT h,0; PAPER RND*7;k$: NEX
T h
9991 FOR g=1 TO 11: PRINT AT 11-
g,0; PAPER 7;k$;AT 10+g,0;k$: NE
XT g
9992 RETURN
9999 STOP
<028 DATA 32,120,96,48,24,62,82,
62
9989 REM colour screen clearance
9990 LET k$="
          ": FOR h=0 TO 21: P
RINT AT h,0; PAPER RND*7;k$: NEX
T h
9991 FOR g=1 TO 11: PRINT AT 11-
g,0; PAPER 7;k$;AT 10+g,0;k$: NE
XT g
```

HUNCHBACK RESCUE

```
  10 REM*******HUNCHBACK*******
  20 REM*******R E S C U E******
  30 REM************************
  40 REM*******by*M.Turner******
  50 HS%=410:s%=0:MODE1
  60 A$=CHR$(66)+CHR$(89)+CHR$(
32)+CHR$(77)+CHR$(46)+CHR$(84)+C
HR$(85)+CHR$(82)+CHR$(78)+CHR$(6
9)+CHR$(82)
  70 PROC_VARIABLES
  80 PROC_CHARACTERS
  90 PROC_TITLE
 100 PROC_ENVELOPES
 110 MODE 5:VDU 23,1,0;0;0;0;
 120 VDU19,1,7;0;0;0;:COLOUR1:P
RINT TAB(4,4);"PLEASE WAIT"'''TA
B(4)"PLEASE WAIT":FOR I=1 TO 115
0:NEXTI
 130 PROC_SCREEN
 140 TI%=420:REPEAT:TI%=TI%-12
 150 PROC_GUARD:IF J%=0 THEN149
0
 160 PROC_MOVE:IFX%=1088 THEN 2
20
 170 IF J%=0 THEN 1490
 180 IF LE%=1 OR LE%>2 AND X%>1
28 THEN PROC_ARROWL
 190 IF J%=0 THEN 1490
 200 IF LE%>3 THEN PROC_ARROW_U
P
 210 IF J%=0 THEN 1490
 220 UNTIL X%=1088
 230 LE%=LE%+1
 240 IF TI%<1 THEN TI%=0
 250 SC%=SC%+TI%:VDU4:COLOUR4:C
OLOUR131:PRINT TAB(7,3);SC%;:COL
OUR131:VDU5
 260 IF LE%=6 THEN 2350
 270 PROC_NEXT_LEVEL
 280 PROC_DELG
 290 GCQL0,2:MOVE G%,736:VDU202
MOVE h%,736:VDU202:GCOL0,3:MOVE
1120,832:DRAW 1120,735
 300 IF LE%>3 THEN GCOL0,2:MOVE
E%,R%:VDU202
 310 R%=640:W%=1:J%=1:X%=0:Y%=7
36:G%=64:h%=1152:a%=95
 320 IF LE%<2 THEN 410 ELSE VDU
4
 330 VDU4:FOR i=11TO14:FOR J=3T
O18 STEP4
 340 IF i=11 THEN BR%=203 ELSE
BR%=202
```

```
 350 COLOUR134:COLOUR1:PRINT TA
B(J,i);CHR$32;CHR$BR%;
 360 NEXTJ:NEXTi
 370 COLOUR4:COLOUR131:PRINT TA
B(18,3);LE%;
 380 VDU5:PROC_PRINT
 390 IF LE%=5 THEN PROC_LEVEL_5
 400 IF LE%>3 THEN PROC_PUAR
 410 GOTO 140
 420 DEF PROC_CHARACTERS
 430 VDU 23,200,255,32,32,32,25
5,4,4,4
 440 VDU 23,201,0,0,24,60,126,2
55,255,255
 450 VDU 23,202,255,255,255,255
,255,255,255,255
 460 VDU 23,203,1,3,7,15,31,63,
127,255
 470 VDU 23,204,54,127,127,127,
62,28,8,0
 480 VDU 23,205,0,8,28,28,14,14
,6,4
 490 VDU 23,206,16,16,16,44,126
,255,0,56
 500 VDU 23,207,0,0,0,0,0,0,16,
48
 510 VDU 23,208,0,0,0,0,48,16,8
,8
 520 VDU 23,209,8,8,8,16,0,0,8,
0
 530 VDU 23,210,0,0,12,0,0,0,0,
0
 540 VDU 23,211,0,0,0,48,48,56,
125,219
 550 VDU 23,212,0,0,0,14,8,0,0,
0
```

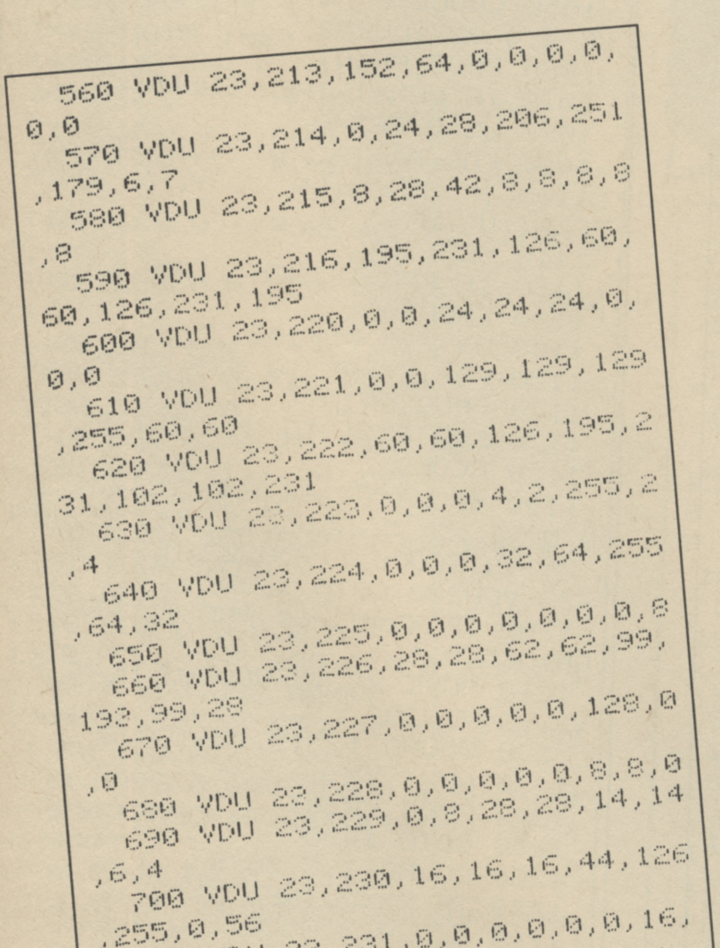
BY MARK TURNER

Hunchback Rescue is the second game Mark Turner has written for the Electron since he bought his computer six months ago. The program was finished during his summer holidays and took him over five weeks to complete.

The aim of Hunchback Rescue is to help Quasimodo break through the defences of Notre Dame, run along the heavily guarded wall of the cathedral and free the beautiful Esmerelda from her prison cell in the tower. No easy job when you have to fight off soldiers, dodge arrows and fire-balls, leap across gaping chasms and swing across crocodile-infested pits.

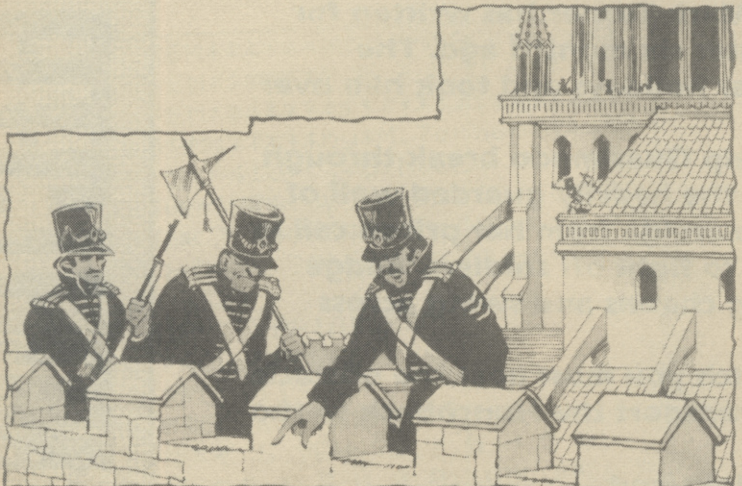
There are five separate screens in which you must beat the obstacle in your way and ring the bell cord to transport the Hunchback to the next level.

The X key moves Quasimodo to the right and the space-bar makes him jump sideways.



```
 560 VDU 23,213,152,64,0,0,0,0,
0,0
 570 VDU 23,214,0,24,28,206,251
,179,6,7
 580 VDU 23,215,8,28,42,8,8,8,8
,8
 590 VDU 23,216,195,231,126,60,
60,126,231,195
 600 VDU 23,220,0,0,24,24,24,0,
0,0
 610 VDU 23,221,0,0,129,129,129
,255,60,60
 620 VDU 23,222,60,60,126,195,2
31,102,102,231
 630 VDU 23,223,0,0,0,4,2,255,2
,4
 640 VDU 23,224,0,0,0,32,64,255
,64,32
 650 VDU 23,225,0,0,0,0,0,0,0,8
 660 VDU 23,226,28,28,62,62,99,
193,99,28
 670 VDU 23,227,0,0,0,0,0,128,0
,0
 680 VDU 23,228,0,0,0,0,0,8,8,0
 690 VDU 23,229,0,8,28,28,14,14
,6,4
 700 VDU 23,230,16,16,16,44,126
,255,0,56
 710 VDU 23,231,0,0,0,0,0,0,16,
48
```

HUNCHBACK RESCUE



```
  720 ENDPROC
  730 DEF PROC_SCREEN
  740 VDU19,134,0;0;0,0;
  750 VDU19,3,0;0;0;0;
  760 VDU19,6,0;0;0;0;
  770 VDU19,1,0;0;0;0;
  790 VDU28,0,30,19,0
  790 COLOUR134:CLS:VDU28,0,31,1
9,0.COLOUR129:COLOUR3
  800 FOR I=11 TO 30:FOR J=0 TO
19
  810 PRINT TAB(J,I);CHR$(200);

  820 NEXTJ:NEXTI
  830 VDU5
  840 MOVE 320,352:GCOL0,9:VDU20
1:MOVE 864,352:VDU201:MOVE 320,3
20:VDU202:MOVE 864,320:VDU202:MO
VE 320,288:VDU202:MOVE 864,288:V
DU202
  850 VDU19,134,134;0;0;0;
  860 VDU19,3,3;0;0;0;
  870 VDU19,2,6;0;0;0;
  880 VDU19,1,1;0,0;0;
  890 MOVE 1088 596:GCOL0,4:VDU2
25:MOVE 1088,864:VDU226:MOVE 108
8,864:VDU228:MOVE 1152,864:VDU22
7:GCOL0,3:MOVE1120,832:DRAW 1120
,736
  900 VDU4:COLOUR4:COLOUR131:PRI
NT TAB(1,3);"SCORE=";SC%::PRINT
TAB(12,3);"LEVEL=";LE%:COLOUR129
:PRINT TAB(3,1);"HIGH~SCORE=";HS
%
  910 VDU5:PROC_PRINT
  920 GCOL0,2:MOVE 0,a%:VDU220:G
COL0,4:MOVE 0,a%:VDU221:GCOL0,4:
MOVE 0,a%-32:VDU222
  930 ENDPROC
  940 DEF PROC_VARIABLES
  950 R%=640:E%=448:W%=1:P%=0:G%
=64:LE%=1:J%=1:a%=95:SC%=0:X%=0:
Y%=736:k%=0:h%=1152
  960 S%=1
  970 ENDPROC
  980 DEF PROC_MOVE
  990 x=X%:y=Y%
 1000 IF INKEY(-67)THEN X%=X%+64
:GOTO 1030
 1010 IF INKEY(-99)THEN 1260
 1020 ENDPROC
 1030 IF X%<0 THEN X%=0
 1040 IF X%>1088 THEN 220
 1050 GCOL0,2:MOVE x,y:VDU202:MO
VE x,y-32:VDU202
 1060 PROC_PRINT
 1070 IF LE%=1 THEN ENDPROC
 1080 U%=0:PP%=0
 1090 FOR A%=192 TO 960 STEP256
 1100 IF X%=A% OR X%=A%+64 THEN
PP%=1:U%=A%
 1110 NEXT A%
 1120 IF PP%=1 THEN 1140
 1130 ENDPROC
 1140 A%=725.C%=202
 1150 FOR Y%=A% TO 639 STEP -64
 1160 PROC_PRINT
 1170 FOR P%=1 TO 80:NEXT P%
 1180 GCOL0,2
 1190 IF X%=U%+64 AND Y%=671 THE
N MOVE X%,Y%:GCOL0,2:VDU202:MOVE
 X%,Y%:GCOL0,1:VDU203:MOVE X%,Y%
-32:VDU202:GOTO 1220
 1200 IF X%=U%+64 AND Y%<=672 TH
EN GCOL0,1
 1210 MOVE X%,Y%:VDU202:MOVE X%,
Y%-32:VDU202
 1220 SOUND 1,-15,Y%-100,3
 1230 NEXT Y%
 1240 PROC_PRINT
 1250 GOTO 1490
 1260 SOUND 1,3,80,5
 1270 IF X%<0 THEN X%=0
 1280 GCOL0,2.MOVE x,y:VDU202:MO
VE x,y-32:VDU202
 1290 Y%=Y%+64:H%=X%:M%=0
 1300 FOR X%=H% TO X%+128 STEP 6
4
```

BY MARK TURNER

ELECTRON

```
 1310 IF M%=1 THEN NEXT X%:X%=10
88:ENDPROC
 1320 IF LE%=1 OR LE%>2 THEN PRO
C_ARROWL
 1330 PROC_PRINT
 1340 IF X%=1088 THEN M%=1:GOTO
1310
 1350 IF LE%>3 THEN PROC_ARROW_U
P
 1360 PROC_GUARD:FOR P%=1TO80:NE
XTP%
 1370 GCOL0,2:MOVE X%,Y%:VDU202:
MOVE X%,Y%-32:VDU202
 1380 NEXT X%
 1390 Y%=Y%-64
 1400 IF h%=X% AND Y%=736 THEN J
%=0:GCOL0,2:MOVE h%,736:VDU202:P
ROC_PRINT:GCOL0,4:h%=h%+32:MOVE
h%,736:VDU224
 1410 GOTO 1060
 1420 DEF PROC_PRINT
 1430 GCOL0,4:MOVE X%,Y%:VDU210
 1440 GCOL0,1:MOVE X%,Y%:VDU211
 1450 GCOL0,3:MOVE X%,Y%:VDU212

 1460 GCOL0,1:MOVE X%,Y%-32:VDU2
13
 1470 GCOL0,4:MOVE X%,Y%-32:VDU2
14
 1480 ENDPROC
 1490 SOUND 0,-15,-2,10
 1500 SOUND 0,-15,-1,15
 1510 FOR P%=1 TO 1500:NEXT P%
 1520 SOUND 1,1,34,235
 1530 FOR i=1 TO 56
 1540 MOVE 365,800:GCOL0,RND(4):
PRINT"YOUR DEAD";
 1550 NEXT i
 1560 SOUND 0,0,0,0
 1570 MOVE 365,800:GCOL0,2:FOR I
=1 TO 9:VDU 202:NEXTI
 1580 IF LE%>3 THEN GCOL0,2:MOVE
E%,R%:VDU202
 1590 MOVE 0,800:GCOL0,4:PRINT"*
**PRESS*SPACE*FOR******ANOTHER*
GO*****";
 1600 PROC_DELG
 1610 VDU4:COLOUR129:COLOUR3:FOR
I=11 TO 15
 1620 FOR J=0 TO 19:PRINT TAB(J,
I);CHR$(200);:NEXTJ:NEXTI
 1630 *FX21,0
```

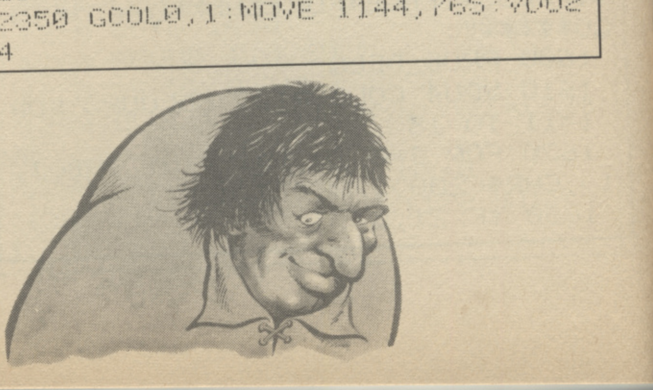
```
 1640 VDU5:IF Y%=736 THEN MOVE X
%,Y%:GCOL 0,2:VDU202:MOVE X%,Y%-
32:VDU202
 1650 GCOL0,2:MOVE h%,736:VDU202
:MOVE h%-32,736:VDU202:MOVE h%-6
4,736:VDU202
 1660 GCOL0,2:MOVE G%,736:VDU202
 1670 MOVE 1088,896:GCOL0,4:VDU2
25:MOVE 1088,864:VDU226:MOVE 108
8,864:VDU228:MOVE 1152,864:VDU22
7
 1680 GCOL0,2:MOVE1216,736:VDU20
2:MOVE1216,704:VDU202
 1690 VDU4
 1700 IF SC%>HS%THEN HS%=SC%
 1710 PROC_VARIABLES
 1720 COLOUR4:COLOUR131:PRINT TA
B(1,3);"SCORE=0    ";:PRINT TAB(1
2,3);"LEVEL=";LE%:COLOUR129:PRIN
T TAB(3,1);"HIGH~SCORE=";HS%
 1730 VDU5
 1740 KEY$=GET$
 1750 *FX21,0
 1760 GCOL0,2:MOVE G%,736:VDU202
 1770 MOVE 0,800:GCOL0,2:FOR I=1
TO 40:VDU202:NEXTI
 1780 GCOL0,3:MOVE1120,832:DRAW
1120,735
```

▶

HUNCHBACK RESCUE

```
 1790 PROC_PRINT
 1800 GOTO 140
 1810 DEF PROC_ENVELOPES
 1820 ENVELOPE 1,2,-56,5,77,45,-
99,-2,126,0,0,-126,126,126
 1830 ENVELOPE 2,1,-17,-15,-17,2
40,240,240,126,0,0,-126,126,126
 1840 ENVELOPE 3,1,10,25,10,5,5,
5,126,0,0,-126,126,126
 1850 ENDPROC
 1860 DEF PROC_NEXT_LEVEL
 1870 FOR S%=1 TO 4:FOR i=90 TO
80 STEP-1:SOUND1,-15,i,1:NEXT i:
FOR D%=1 TO 1300:NEXT D%:NEXTS%

 1880 FOR i=1 TO 800:NEXT i
 1890 SOUND 1,2,23,80
 1900 FOR i=1 TO 45
 1910 MOVE 365,800:GCOL0,RND(4):
PRINT"NEXT LEVEL"
 1920 NEXT i
 1930 IF TI%<1 THEN TI%=0
 1940 SOUND 0,0,0,0
 1950 MOVE 365,800:GCOL0,2:FOR i
i=1 TO 10:VDU202:NEXT
 1960 MOVE X%,Y%:GCOL 0,2:VDU202
:MOVE X%,Y%-32:VDU202
 1970 ENDPROC
 1980 DEF PROC_GUARD
 1990 IF a%=735 THEN PROC_ARROWR
:ENDPROC
 2000 M=RND(2):IF M=1 ENDPROC
 2010 GCOL0,1
 2020 MOVE 0,a%:VDU202:GCOL0,3:M
OVE 0,a%:VDU200
 2030 GCOL0,1:MOVE 0,a%-22:VDU20
2:GCOL0,3:MOVE 0,a%-32:VDU200
 2040 a%=a%+64
 2050 GCOL0,2:MOVE 0,a%:VDU220
 2060 GCOL0,4:MOVE 0,a%:VDU221
 2070 GCOL0,4:MOVE 0,a%-32:VDU22
2
 2080 ENDPROC
 2090 DEF PROC_ARROWR
 2100 IF G%>64 THEN 2140
 2110 GCOL0,2:MOVE 0,a%:VDU202:M
OVE 0,a%-32:VDU202
 2120 GCOL0,3:MOVE 0,a%:VDU220:G
COL0,4:MOVE 0,a%:VDU221:GCOL0,4:
MOVE 0,a%-32:VDU222
 2130 IF X%=0 AND a%=735 THEN J%
=0:ENDPROC
```

```
 2140 GCOL0,2:MOVE G%,736:VDU202
 2150 G%=G%+64
 2160 IF G%=1088 THEN G%=64
 2170 GCOL0,4:MOVE G%,736:VDU223

 2180 IF G%=X% AND Y%=736 THEN J
%=0:GCOL0,2:MOVE G%,736:VDU202:P
ROC_PRINT:GCOL0,4:G%=G%-32:MOVE
G%,736:VDU223
 2190 ENDPROC
 2200 DEF PROC_DELG
 2210 IF a%=735 THEN GCOL0,2:MOV
E 0,a%:VDU202:MOVE 0,a%-32:VDU20
2:ENDPROC
 2220 GCOL0,1:MOVE 0,a%:VDU202:G
COL0,3:MOVE 0,a%:VDU200:GCOL0,1:
MOVE 0,a%-22:VDU202:GCOL0,3:MOVE
 0,a%-32:VDU200
 2230 ENDPROC
 2240 DEF PROC_ARROWL
 2250 IF h%=X% AND Y%=736 THEN J
%=0:GCOL0,2:MOVE h%,736:VDU202:P
ROC_PRINT:GCOL0,4:h%=h%+16:MOVE
h%,736:VDU224:ENDPROC
 2260 GCOL0,2:MOVE h%,736:VDU202
:GCOL0,4:h%=h%-64
 2270 IF h%<64 THEN h%=1152
 2280 MOVE h%,736:VDU224
 2290 IF h%=X% AND Y%=736 THEN J
%=0:GCOL0,2:MOVE h%,736:VDU202:P
ROC_PRINT:GCOL0,4:h%=h%+32:MOVE
h%,736:VDU224
 2300 ENDPROC
 2310 DEF PROC_LEVEL_5
 2320 MOVE 1216,736:GCOL0,4:VDU2
05:MOVE 1216,704:GCOL0,1:VDU206:
MOVE 1216,736:GCOL0,1:VDU207:MOV
E 1216,736:GCOL0,3:VDU208:MOVE 1
216,704:VDU209
 2330 MOVE 1088,896:GCOL0,2:VDU2
02:MOVE 1088,864:VDU202:MOVE 115
2,864:VDU202:MOVE1120,832:DRAW 1
120,728
 2340 ENDPROC
 2350 GCOL0,1:MOVE 1144,765:VDU2
04
```



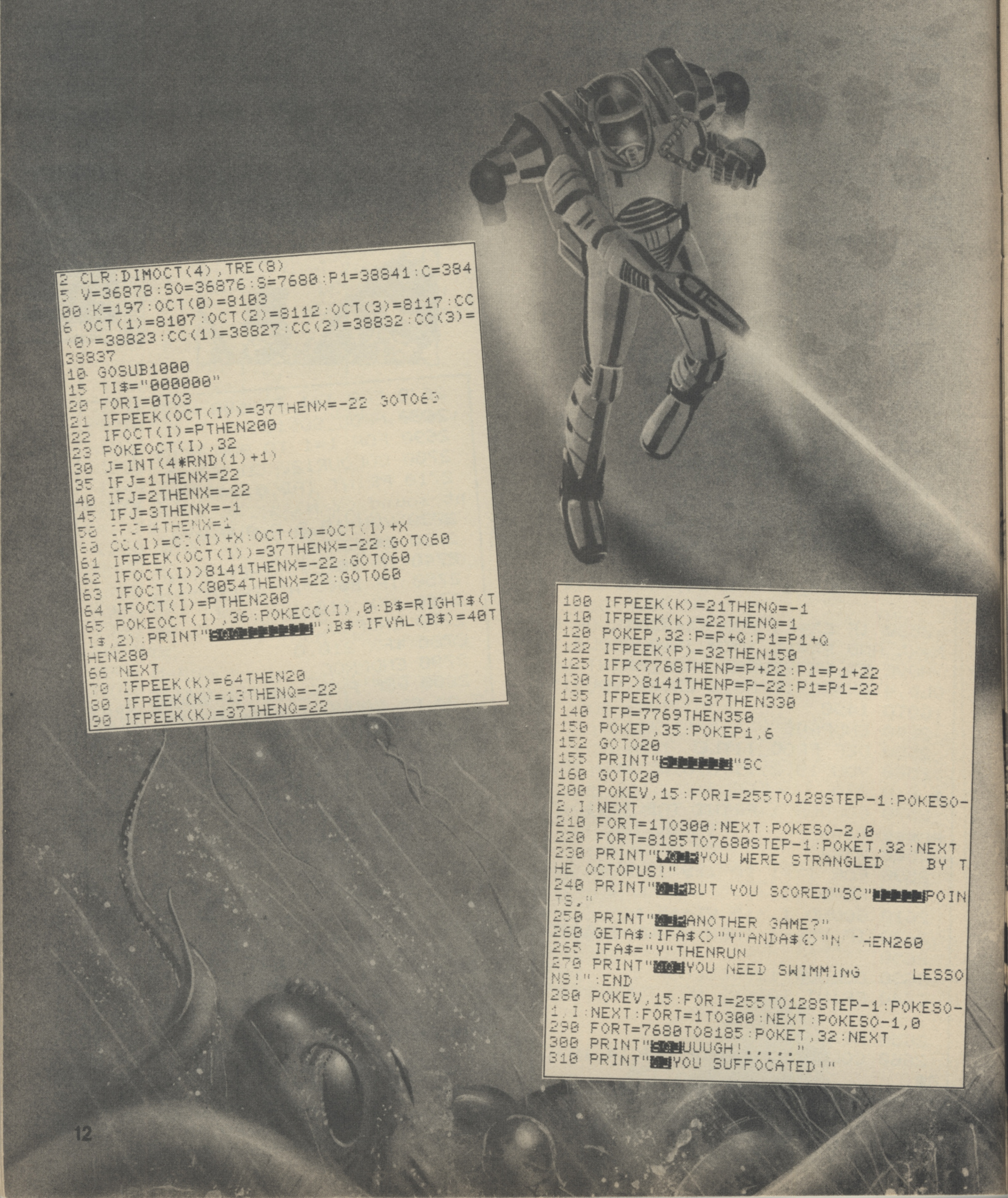
BY MARK TURNER

ELECTRON

```
 2360 GCOL0,2:MOVE X%,Y%:VDU202:
MOVE X%,Y%-32:VDU202:Y%=736:PROC
_PRINT
 2370 FOR P%=9 TO 1 STEP-1:PROC_
SO(P%):NEXT
 2380 FOR P%=1 TO 7:PROC_SO(1):N
EXT:COLOUR134
 2390 VDU4:FOR I=1 TO 80:PRINT T
AB(3,7)"_______________":PRINT T
AB(3,7)"CONGRATULATIONS":NEXTI:F
ORU=1TO800:NEXTU:PRINT TAB(3,7)"
               ":VDU5
 2400 *FX21,0
 2410 GOTO 1570
 2420 DEF PROC_PUAR
 2430 D%=RND(3)
 2440 IF D%=1 THEN E%=448
 2450 IF D%=2 THEN E%=704
 2460 IF D%=3 THEN E%=960
 2470 GCOL0,3:MOVE E%,608:VDU220
:GCOL0,4:MOVE E%,608:VDU221:GCOL
0,4:MOVE E%,576:VDU222
 2480 ENDPROC
 2490 DEF PROC_ARROW_UP
 2500 GCOL0,2:MOVE E%,R%:VDU202
 2510 R%=R%+32:IF R%=832 THEN R%
=640
 2520 GCOL0,4:MOVE E%,R%:VDU215

 2530 IF E%=X% AND R%+32=Y% OR E
%=X% AND R%=Y% THEN J%=0:GCOL0,2
:MOVE E%,R%:VDU202:PROC_PRINT:GC
OL0,4:R%=R%-16:MOVE E%,R%:VDU215
:GOTO 1490
 2540 ENDPROC
 2550 DEF PROC_TITLE
 2560 VDU 19,2,11;0;0;0;:VDU 23,
1,0;0;0;0;
 2570 COLOUR 1:PRINT TAB(14,1);"
presenting"
 2580 W%=4
 2590 FOR I%=1 TO 179
 2600 READ V%
 2610 SOUND 1,-15,V%+15,1
 2620 IF V%=-1 THEN W%=W%+1:GOTO
 2650
 2630 COLOUR 129:COLOUR 2
 2640 PRINT TAB(V%,W%);CHR$(216)
;
 2650 NEXT I%
 2660 COLOUR 3:PRINT TAB(14,18);
A$;
```

```
 2670 FOR I=1 TO 600:NEXT I
 2680 PROC_SO(10)
 2690 FOR I=1 TO 900:NEXT I
 2700 COLOUR128:COLOUR 3
 2710 PRINT TAB(8,24);"Do you wa
nt sound (Y/N)?";
 2720 VDU 19,2,7;0;0;0;0;
 2730 B$=GET$
 2740 IF B$="Y" THEN 2780
 2750 IF B$<>"N" THEN 2730
 2760 *FX 210,1
 2770 ENDPROC
 2780 *FX 210,0
 2790 ENDPROC
 2800 DEF PROC_SO(P%):SOUND 1,-1
5,94,P%:SOUND 1,-15,103,P%:SOUND
 1,-15,85,P%:SOUND 1,-15,46,P%:S
OUND 1,-15,72,P%+P%/5:ENDPROC
 2810 DATA 1,4,6,8,10,13,15,16,1
7,19,21,23,24,27,28,29,31,32,33,
35,37,-1,1,4,6,8,10,11,13,15,19,
21,23,25,27,29,31,35,37,-1
 2820 DATA 1,4,6,8,10,12,13,15,1
9,20,21,23,24,27,28,29,31,35,36,
-1,1,2,3,4,6,8,10,13,15,19,21,23
,25,27,29,31,35,36,-1
 2830 DATA 1,4,6,7,8,10,13,15,16
,17,19,21,23,24,25,27,29,31,32,3
3,35,37,-1,1,4,35,38,-1,1,4,8,9,
10,12,13;14,16,17,18,20,21,22,24
,26,28,29,30,35,38,-1
 2840 DATA 8,10,12,16,20,24,26,2
8,-1,8,9,12,13,14,16,17,18,20,24
,26,28,29,30,-1,8,10,12,18,20,24
,26,28,-1,8,10,12,13,14,16,17,18
,20,21,22,24,25,26,28,29,30
```

DIVER



```
2 CLR:DIMOCT(4),TRE(8)
5 V=36878:SO=36876:S=7680:P1=38841:C=384
00:K=197:OCT(0)=8103
6 OCT(1)=8107:OCT(2)=8112:OCT(3)=8117:CC
(0)=38823:CC(1)=38827:CC(2)=38832:CC(3)=
38837
10 GOSUB1000
15 TI$="000000"
20 FORI=0TO3
21 IFPEEK(OCT(I))=37THENX=-22 GOTO60
22 IFOCT(I)=PTHEN200
23 POKEOCT(I),32
30 J=INT(4*RND(1)+1)
35 IFJ=1THENX=22
40 IFJ=2THENX=-22
45 IFJ=3THENX=-1
50 IFJ=4THENX=1
60 CC(I)=CC(I)+X:OCT(I)=OCT(I)+X
61 IFPEEK(OCT(I))=37THENX=-22:GOTO60
62 IFOCT(I)>8141THENX=-22:GOTO60
63 IFOCT(I)<8054THENX=22:GOTO60
64 IFOCT(I)=PTHEN200
65 POKEOCT(I),36:POKECC(I),0:B$=RIGHT$(T
I$,2):PRINT"█████████";B$:IFVAL(B$)=40T
HEN280
66 NEXT
70 IFPEEK(K)=64THEN20
80 IFPEEK(K)=13THENQ=-22
90 IFPEEK(K)=37THENQ=22
```

```
100 IFPEEK(K)=21THENQ=-1
110 IFPEEK(K)=22THENQ=1
120 POKEP,32:P=P+Q:P1=P1+Q
122 IFPEEK(P)=32THEN150
125 IFP<7768THENP=P+22:P1=P1+22
130 IFP>8141THENP=P-22:P1=P1-22
135 IFPEEK(P)=37THEN330
140 IFP=7769THEN350
150 POKEP,35:POKEP1,6
152 GOTO20
155 PRINT"██████"SC
160 GOTO20
200 POKEV,15:FORI=255TO128STEP-1:POKESO-
2,I:NEXT
210 FORT=1TO300:NEXT:POKESO-2,0
220 FORT=8185TO7680STEP-1:POKET,32:NEXT
230 PRINT"███YOU WERE STRANGLED    BY T
HE OCTOPUS!"
240 PRINT"███BUT YOU SCORED"SC"████POIN
TS."
250 PRINT"███ANOTHER GAME?"
260 GETA$:IFA$<>"Y"ANDA$<>"N"THEN260
265 IFA$="Y"THENRUN
270 PRINT"███YOU NEED SWIMMING     LESSO
NS!":END
280 POKEV,15:FORI=255TO128STEP-1:POKESO-
1,I:NEXT:FORT=1TO300:NEXT:POKESO-1,0
290 FORT=7680TO8185:POKET,32:NEXT
300 PRINT"███UUUGH!....."
310 PRINT"██YOU SUFFOCATED!"
```

BY FERGAL McGIRL

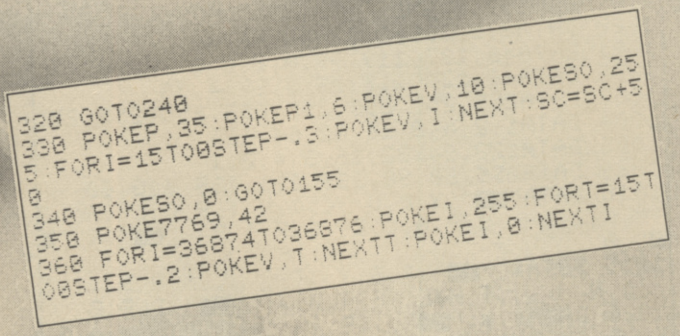
VIC 20

Diving for gold can be a dangerous business when you are faced with man-eating sharks, poisonous jelly fish and, worst of all, a giant octopus.

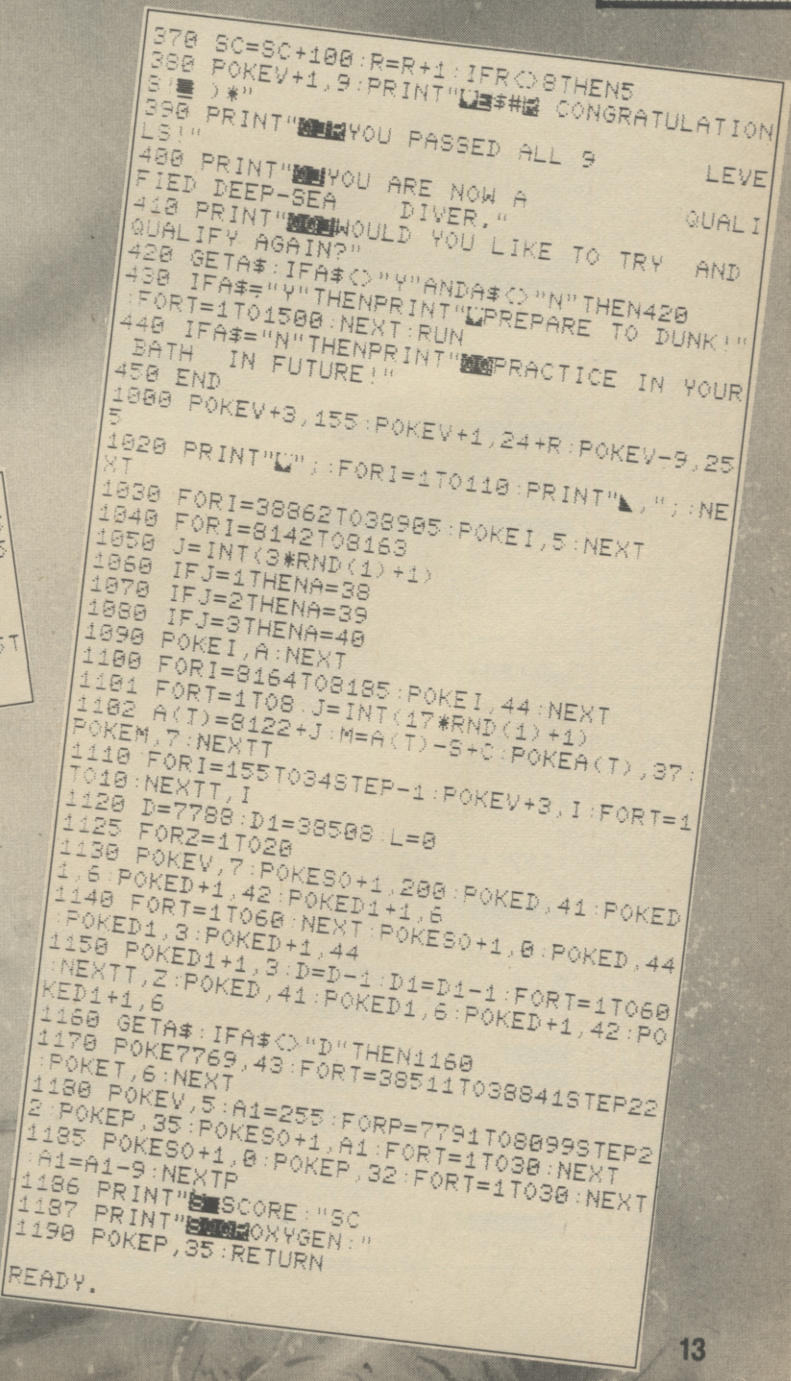
You have to step into a wet suit and breathing apparatus and go in search of a fortune of gold lying on the sea bed.

Remember, you'll have to tackle those fishy characters on your way up to your speed boat, as well as on the way down — so, be warned.

VARIABLES
Oct (x) — Octopus' location
X — Next position
P — Player's position
Q — Player's next location
SC — Score
B$ — Oxygen
U — Volume
SO — Speaker

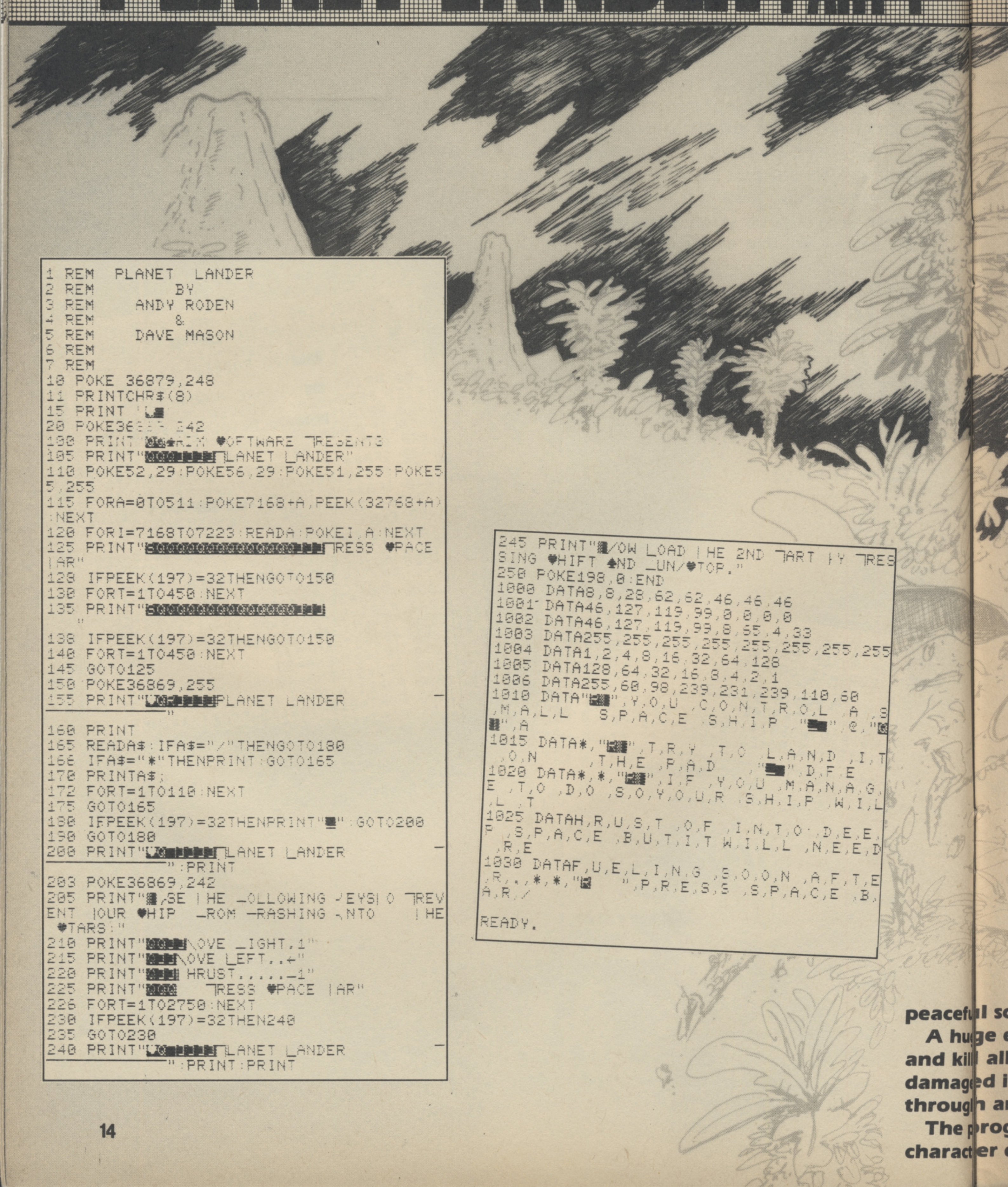


```
320 GOTO240
330 POKEP,35:POKEP1,6:POKEV,10:POKESO,25
5:FORI=15TO0STEP-.3:POKEV,I:NEXT:SC=SC+5
0
340 POKESO,0:GOTO155
350 POKE7769,42
360 FORI=36874TO36876:POKEI,255:FORT=15T
O0STEP-.2:POKEV,T:NEXTT:POKEI,0:NEXTI
```



```
370 SC=SC+100:R=R+1:IFR<>8THEN5
380 POKEV+1,9:PRINT"██$#█ CONGRATULATION
S'█ )*"
390 PRINT"██YOU PASSED ALL 9          LEVE
LS!"
400 PRINT"█YOU ARE NOW A              QUALI
FIED DEEP-SEA   DIVER."
410 PRINT"███WOULD YOU LIKE TO TRY  AND
QUALIFY AGAIN?"
420 GETA$:IFA$<>"Y"ANDA$<>"N"THEN420
430 IFA$="Y"THENPRINT"█PREPARE TO DUNK!"
:FORT=1TO1500:NEXT:RUN
440 IFA$="N"THENPRINT"██PRACTICE IN YOUR
 BATH  IN FUTURE!"
450 END
1000 POKEV+3,155:POKEV+1,24+R:POKEV-9,25
5
1020 PRINT"█";:FORI=1TO110:PRINT"◣,";:NE
XT
1030 FORI=38862TO38905:POKEI,5:NEXT
1040 FORI=8142TO8163
1050 J=INT(3*RND(1)+1)
1060 IFJ=1THENA=38
1070 IFJ=2THENA=39
1080 IFJ=3THENA=40
1090 POKEI,A:NEXT
1100 FORI=8164TO8185:POKEI,44:NEXT
1101 FORT=1TO8:J=INT(17*RND(1)+1)
1102 A(T)=8122+J:M=A(T)-S+C:POKEA(T),37:
POKEM,7:NEXTT
1110 FORI=155TO34STEP-1:POKEV+3,I:FORT=1
TO10:NEXTT,I
1120 D=7788:D1=38508:L=0
1125 FORZ=1TO20
1130 POKEV,7:POKESO+1,200:POKED,41:POKED
1,6:POKED+1,42:POKED1+1,6
1140 FORT=1TO60:NEXT:POKESO+1,0:POKED,44
:POKED1,3:POKED+1,44
1150 POKED1+1,3:D=D-1:D1=D1-1:FORT=1TO60
:NEXTT,Z:POKED,41:POKED1,6:POKED+1,42:PO
KED1+1,6
1160 GETA$:IFA$<>"D"THEN1160
1170 POKE7769,43:FORT=38511TO38841STEP22
:POKET,6:NEXT
1180 POKEV,5:A1=255:FORP=7791TO8099STEP2
2:POKEP,35:POKESO+1,A1:FORT=1TO30:NEXT
1185 POKESO+1,0:POKEP,32:FORT=1TO30:NEXT
:A1=A1-9:NEXTP
1186 PRINT"██SCORE:"SC
1187 PRINT"████OXYGEN:"
1190 POKEP,35:RETURN

READY.
```

PLANET LANDER PART 1



```
1 REM  PLANET  LANDER
2 REM         BY
3 REM     ANDY RODEN
4 REM         &
5 REM     DAVE MASON
6 REM
7 REM
10 POKE 36879,248
11 PRINTCHR$(8)
15 PRINT "▒▬
20 POKE36869,242
100 PRINT"▒▒*RIM ♥OFTWARE ┐RESENTS
105 PRINT"▒▒▒▒▒▒▒▒┐LANET LANDER"
110 POKE52,29:POKE56,29:POKE51,255:POKE5
5,255
115 FORA=0TO511:POKE7168+A,PEEK(32768+A)
:NEXT
120 FORI=7168TO7223:READA:POKEI,A:NEXT
125 PRINT"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒┐RESS ♥PACE
|AR"
128 IFPEEK(197)=32THENGOTO150
130 FORT=1TO450:NEXT
135 PRINT"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒
   "
138 IFPEEK(197)=32THENGOTO150
140 FORT=1TO450:NEXT
145 GOTO125
150 POKE36869,255
155 PRINT"▒▒▒▒▒▒▒PLANET LANDER
           "
160 PRINT
165 READA$:IFA$="/"THENGOTO180
166 IFA$="*"THENPRINT:GOTO165
170 PRINTA$;
172 FORT=1TO110:NEXT
175 GOTO165
180 IFPEEK(197)=32THENPRINT"▒":GOTO200
190 GOTO180
200 PRINT"▒▒▒▒▒▒▒┐LANET LANDER
           ":PRINT
203 POKE36869,242
205 PRINT"▒/SE |HE —OLLOWING ⌐EYS|0 ┐REV
ENT |OUR ♥HIP  _ROM —RASHING ⌐NTO    |HE
 ♥TARS:"
210 PRINT"▒▒▒▒\OVE _IGHT.1"
215 PRINT"▒▒▒\OVE LEFT..←"
220 PRINT"▒▒▒ HRUST.....—1"
225 PRINT"▒▒▒   ┐RESS ♥PACE |AR"
226 FORT=1TO2750:NEXT
230 IFPEEK(197)=32THEN240
235 GOTO230
240 PRINT"▒▒▒▒▒▒▒┐LANET LANDER
           ":PRINT:PRINT
```

```
245 PRINT"▒/OW LOAD |HE 2ND ┐ART |Y ┐RES
SING ♥HIFT ♠ND _UN/♥TOP."
250 POKE198,0:END
1000 DATA8,8,28,62,62,46,46,46
1001 DATA46,127,119,99,0,0,0,0
1002 DATA46,127,119,99,8,65,4,33
1003 DATA255,255,255,255,255,255,255,255
1004 DATA1,2,4,8,16,32,64,128
1005 DATA128,64,32,16,8,4,2,1
1006 DATA255,60,98,239,231,239,110,60
1010 DATA"▒▒",Y,O,U ,C,O,N,T,R,O,L ,A ,S
,M,A,L,L   S,P,A,C,E ,S,H,I,P  ,"▒▒",@,"▒
▒",A
1015 DATA*,"▒▒",T,R,Y ,T,O ,L,A,N,D ,I,T
 ,O,N      ,T,H,E ,P,A,D   ,"▒▒",D,F,E
1020 DATA*,*,"▒▒",I,F ,Y,O,U ,M,A,N,A,G,
E ,T,O ,D,O ,S,O,Y,O,U,R ,S,H,I,P ,W,I,L
,L ,T
1025 DATAH,R,U,S,T ,O,F ,I,N,T,O ,D,E,E,
P ,S,P,A,C,E ,B,U,T,I,T W,I,L,L ,N,E,E,D
 ,R,E
1030 DATAF,U,E,L,I,N,G ,S,O,O,N ,A,F,T,E
,R,.,*,*,"▒    ",P,R,E,S,S ,S,P,A,C,E ,B,
A,R,/

READY.
```

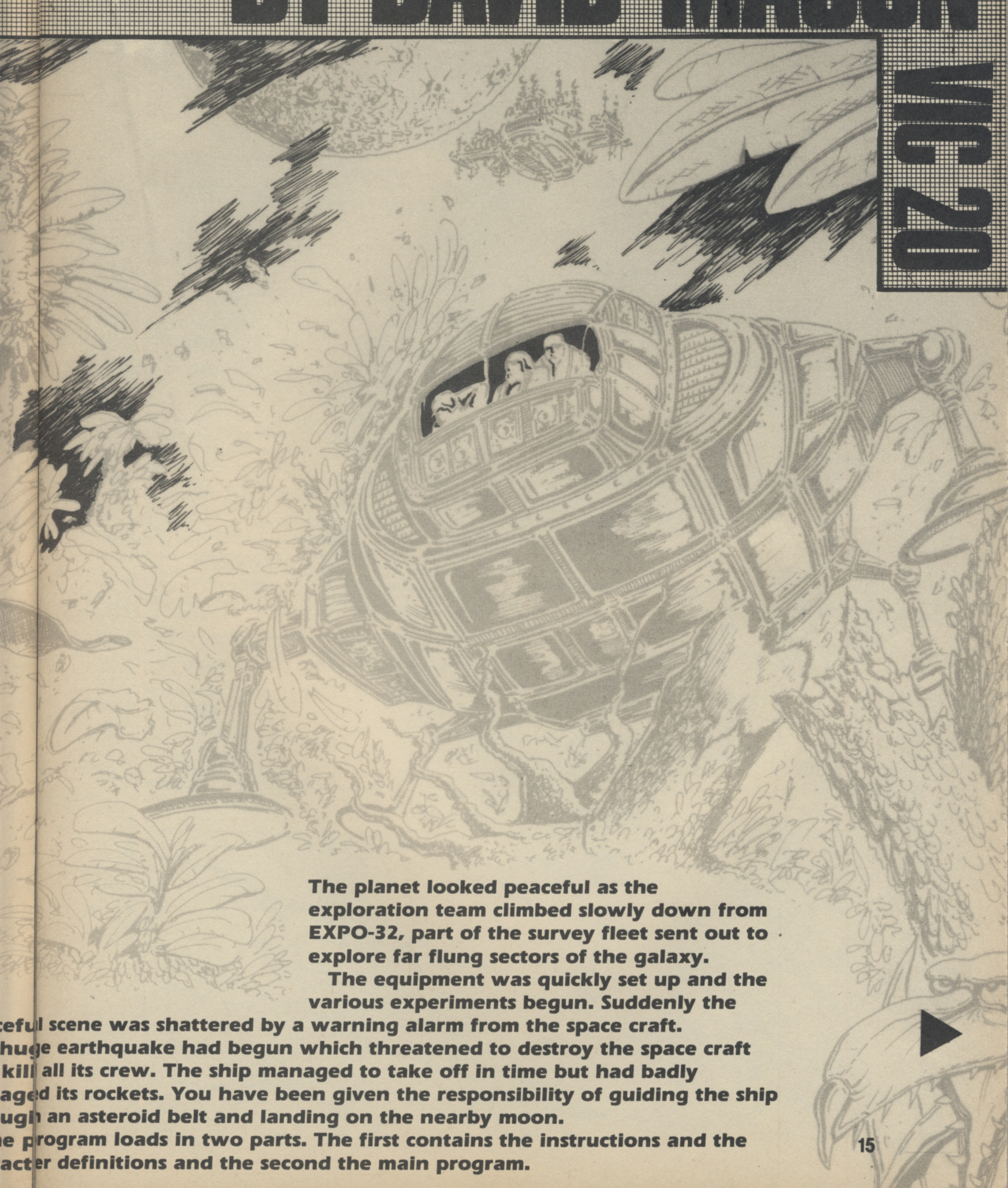
peaceful sc

A huge e
and kill all
damaged i
through ar

The prog
character c

BY DAVID MASON

VIC 20



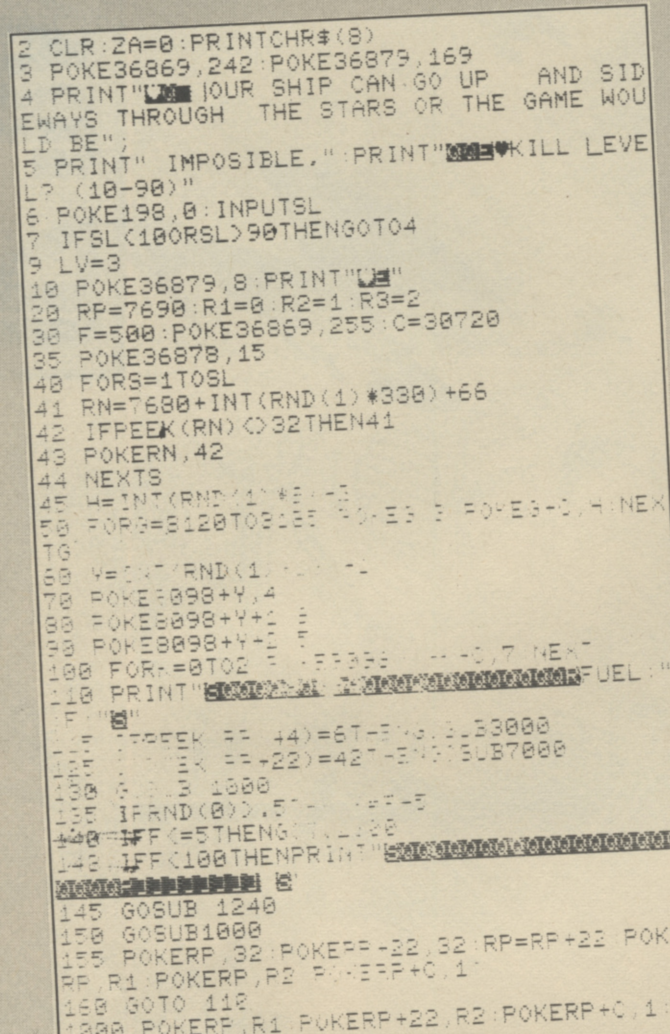
The planet looked peaceful as the exploration team climbed slowly down from EXPO-32, part of the survey fleet sent out to explore far flung sectors of the galaxy.

The equipment was quickly set up and the various experiments begun. Suddenly the ceful scene was shattered by a warning alarm from the space craft. huge earthquake had begun which threatened to destroy the space craft kill all its crew. The ship managed to take off in time but had badly aged its rockets. You have been given the responsibility of guiding the ship ugh an asteroid belt and landing on the nearby moon.

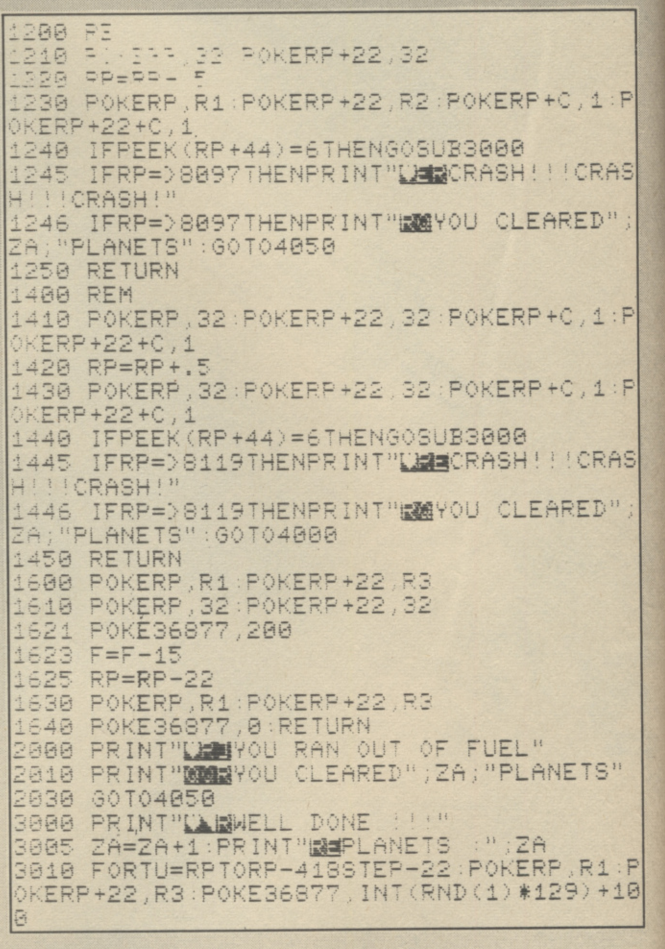
e program loads in two parts. The first contains the instructions and the acter definitions and the second the main program.

▶

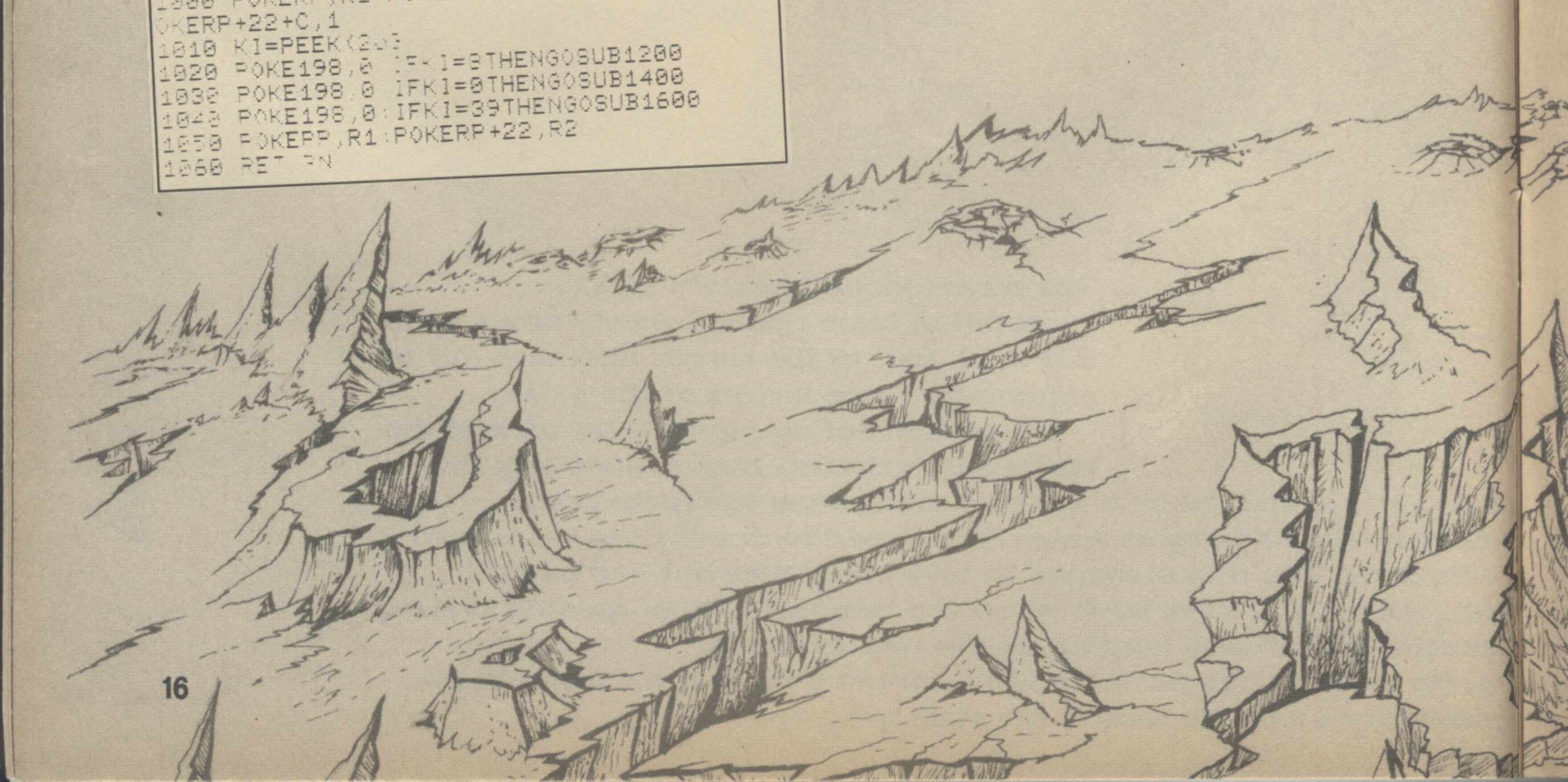
PLANET LANDER PART 2



```
2 CLR:ZA=0:PRINTCHR$(8)
3 POKE36869,242:POKE36879,169
4 PRINT" JOUR SHIP CAN GO UP   AND SID
EWAYS THROUGH  THE STARS OR THE GAME WOU
LD BE";
5 PRINT" IMPOSIBLE.":PRINT"♥KILL LEVE
L? (10-90)"
6 POKE198,0:INPUTSL
7 IFSL<10ORSL>90THENGOTO4
9 LV=3
10 POKE36879,8:PRINT""
20 RP=7690:R1=0:R2=1:R3=2
30 F=500:POKE36869,255:C=30720
35 POKE36878,15
40 FORS=1TOSL
41 RN=7680+INT(RND(1)*330)+66
42 IFPEEK(RN)<>32THEN41
43 POKERN,42
44 NEXTS
45 H=INT(RND(1)*[illegible]
50 FORG=8120TO818[illegible]:POKEG+C,H:NEX
TG
60 Y=[illegible](RND(1)[illegible]
70 POKE8098+Y,4
80 POKE8098+Y+[illegible]
90 POKE8098+Y+[illegible]
100 FOR[illegible]=0TO2[illegible],7:NEXT
110 PRINT"FUEL:"
;F;" "
1[illegible] [illegible]PEEK(RP+44)=6THENGOSUB3000
125 [illegible]PEEK(RP+22)=42THENGOSUB7000
130 GOSUB 1000
135 IFRND(0)>.5[illegible]F=F-5
140 IFF<=5THENG[illegible]
142 IFF<100THENPRINT"
 "
145 GOSUB 1240
150 GOSUB1000
155 POKERP,32:POKERP-22,32:RP=RP+22:POKE
RP,R1:POKERP,R2:POKERP+C,1
160 GOTO 110
1000 POKERP,R1:POKERP+22,R2:POKERP+C,1:P
OKERP+22+C,1
1010 KI=PEEK(2[illegible]
1020 POKE198,0:IFKI=8THENGOSUB1200
1030 POKE198,0:IFKI=0THENGOSUB1400
1040 POKE198,0:IFKI=39THENGOSUB1600
1050 POKERP,R1:POKERP+22,R2
1060 RETURN
```

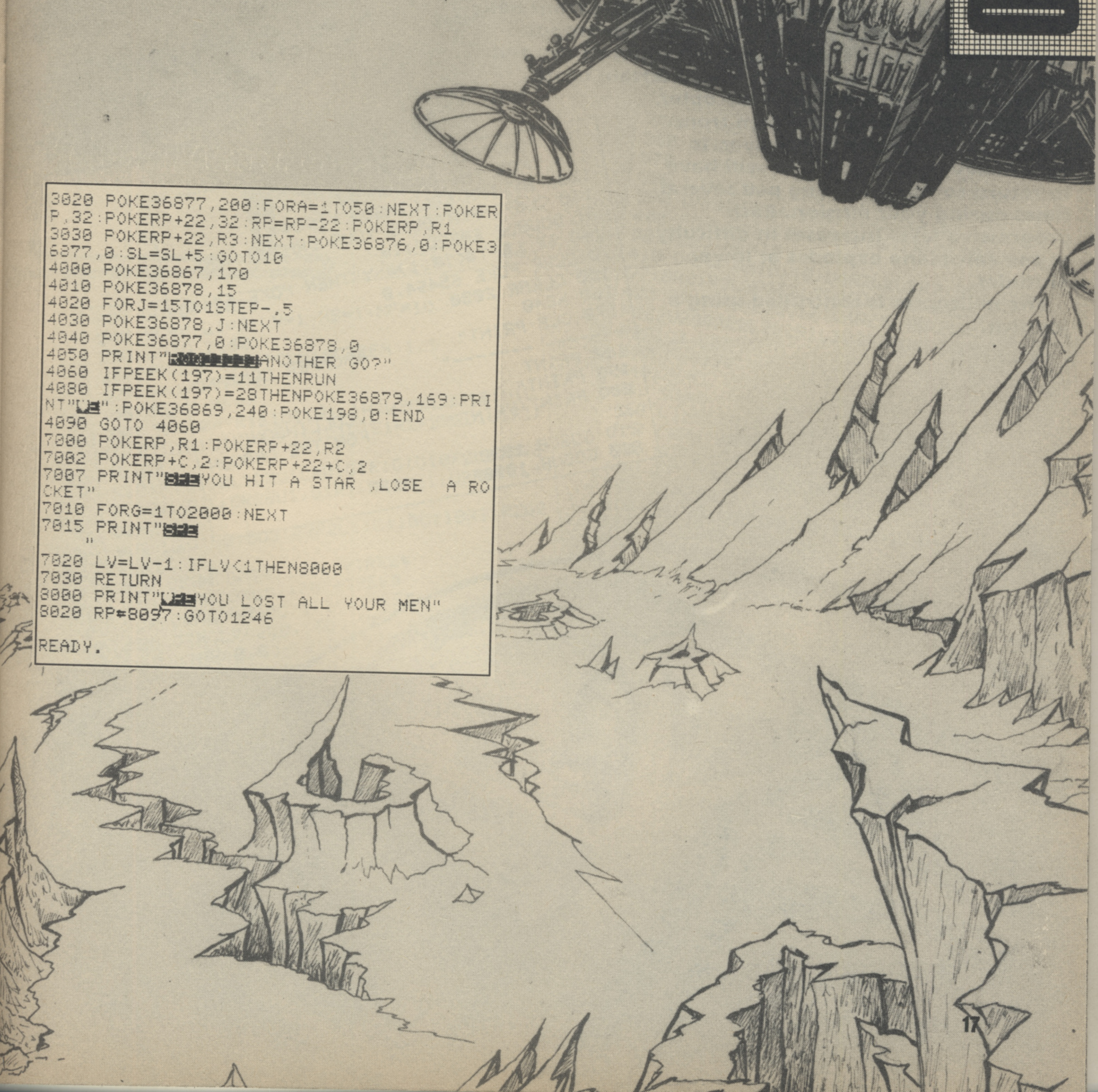


```
1200 RE[illegible]
1210 P[illegible],32:POKERP+22,32
1220 RP=RP-[illegible]
1230 POKERP,R1:POKERP+22,R2:POKERP+C,1:P
OKERP+22+C,1
1240 IFPEEK(RP+44)=6THENGOSUB3000
1245 IFRP=>8097THENPRINT"CRASH!!!CRAS
H!!!CRASH!"
1246 IFRP=>8097THENPRINT"YOU CLEARED";
ZA;"PLANETS":GOTO4050
1250 RETURN
1400 REM
1410 POKERP,32:POKERP+22,32:POKERP+C,1:P
OKERP+22+C,1
1420 RP=RP+.5
1430 POKERP,32:POKERP+22,32:POKERP+C,1:P
OKERP+22+C,1
1440 IFPEEK(RP+44)=6THENGOSUB3000
1445 IFRP=>8119THENPRINT"CRASH!!!CRAS
H!!!CRASH!"
1446 IFRP=>8119THENPRINT"YOU CLEARED";
ZA;"PLANETS":GOTO4000
1450 RETURN
1600 POKERP,R1:POKERP+22,R3
1610 POKERP,32:POKERP+22,32
1621 POKE36877,200
1623 F=F-15
1625 RP=RP-22
1630 POKERP,R1:POKERP+22,R3
1640 POKE36877,0:RETURN
2000 PRINT"YOU RAN OUT OF FUEL"
2010 PRINT"YOU CLEARED";ZA;"PLANETS"
2030 GOTO4050
3000 PRINT"WELL DONE !!!"
3005 ZA=ZA+1:PRINT"PLANETS :";ZA
3010 FORTU=RPTORP-418STEP-22:POKERP,R1:P
OKERP+22,R3:POKE36877,INT(RND(1)*129)+10
0
```



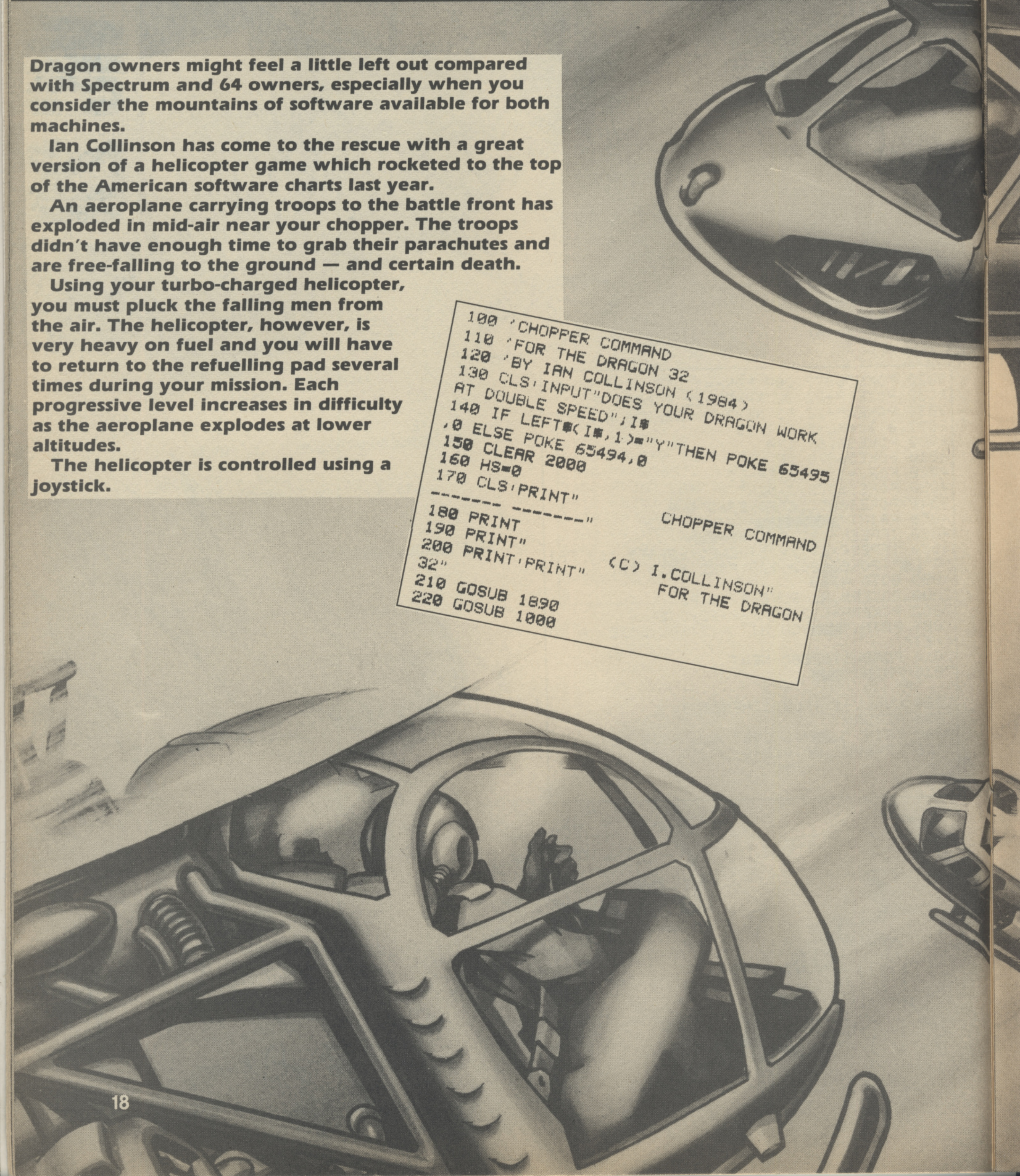
BY DAVID MASON

VIC 20



```
3020 POKE36877,200:FORA=1TO50:NEXT:POKER
P,32:POKERP+22,32:RP=RP-22:POKERP,R1
3030 POKERP+22,R3:NEXT:POKE36876,0:POKE3
6877,0:SL=SL+5:GOTO10
4000 POKE36867,170
4010 POKE36878,15
4020 FORJ=15TO1STEP-.5
4030 POKE36878,J:NEXT
4040 POKE36877,0:POKE36878,0
4050 PRINT"ANOTHER GO?"
4060 IFPEEK(197)=11THENRUN
4080 IFPEEK(197)=28THENPOKE36879,169:PRI
NT"":POKE36869,240:POKE198,0:END
4090 GOTO 4060
7000 POKERP,R1:POKERP+22,R2
7002 POKERP+C,2:POKERP+22+C,2
7007 PRINT"YOU HIT A STAR ,LOSE  A RO
CKET"
7010 FORG=1TO2000:NEXT
7015 PRINT"
    "

7020 LV=LV-1:IFLV<1THEN8000
7030 RETURN
8000 PRINT"YOU LOST ALL YOUR MEN"
8020 RP=8097:GOTO1246

READY.
```

CHOPPER COMMAND



Dragon owners might feel a little left out compared with Spectrum and 64 owners, especially when you consider the mountains of software available for both machines.

Ian Collinson has come to the rescue with a great version of a helicopter game which rocketed to the top of the American software charts last year.

An aeroplane carrying troops to the battle front has exploded in mid-air near your chopper. The troops didn't have enough time to grab their parachutes and are free-falling to the ground — and certain death.

Using your turbo-charged helicopter, you must pluck the falling men from the air. The helicopter, however, is very heavy on fuel and you will have to return to the refuelling pad several times during your mission. Each progressive level increases in difficulty as the aeroplane explodes at lower altitudes.

The helicopter is controlled using a joystick.

```
100 'CHOPPER COMMAND
110 'FOR THE DRAGON 32
120 'BY IAN COLLINSON (1984)
130 CLS:INPUT"DOES YOUR DRAGON WORK
AT DOUBLE SPEED";I$
140 IF LEFT$(I$,1)="Y"THEN POKE 65495
,0 ELSE POKE 65494,0
150 CLEAR 2000
160 HS=0
170 CLS:PRINT"       CHOPPER COMMAND
------- -------"
180 PRINT
190 PRINT"       (C) I.COLLINSON"
200 PRINT:PRINT"       FOR THE DRAGON
32"
210 GOSUB 1890
220 GOSUB 1000
```

BY IAN COLLINSON

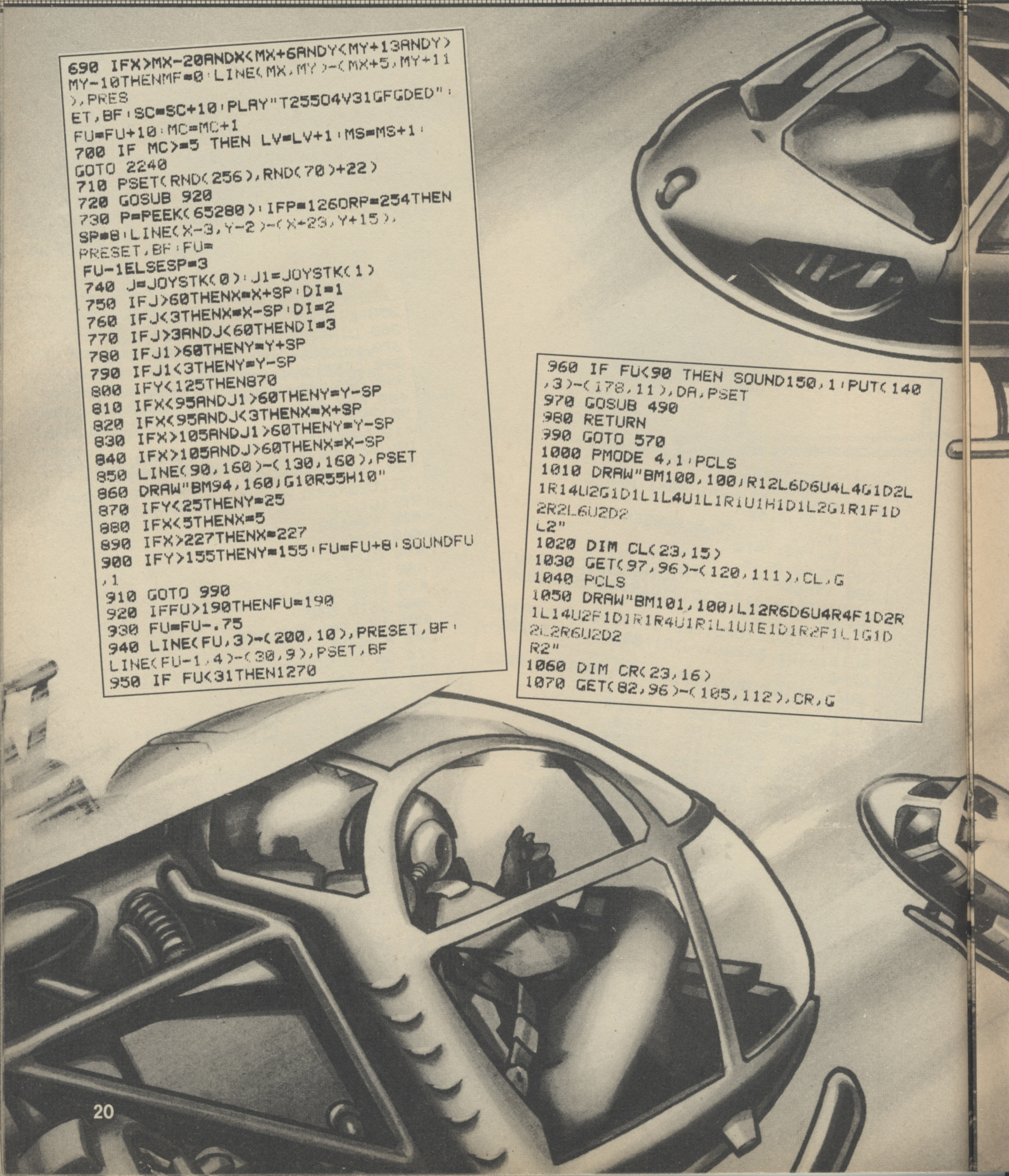
DRAGON

```
230 GOSUB 1620
240 SC=0:LI=3:LV=1:MS=1:NF=10
250 GOTO 2160
260 PMODE 4,1:PCLS:SCREEN 1,1
270 X=100:Y=70
280 MC=0:MF=0
290 TREE$="R1E1U11H1L1H2U2R1L2U1E1U1L
1U1E1U1E1U1E1R2F1D1E1U1E1R2F2R2D1U1R1F
1D1G2
R1D1F1G1D2L1D2U1L2D1G1R1G1D10F2L9;BR6
BU13;L2U1;BR2BU1;U1R1;BR2BU1;U2R1;BL4;
D2H2;
BU2;L2U1G2;BD3;R2F2L1;G1;BU11BR3;R2G2
F1R1"
300 DRAW"BM30,165;"+TREE$
310 DRAW"BM55,170"+TREE$
320 DRAW"BM205,171"+TREE$
330 CIRCLE(230,175),20,,.2
340 LINE(0,0)-(256,192),PRESET,B
```

```
350 LINE(0,160)-(32,160),PSET
360 LINE(39,160)-(57,160),PSET
370 LINE(64,160)-(207,160),PSET
380 LINE(214,160)-(256,160),PSET
390 DRAW"BM94,160;G10R55H10"
400 FOR S=1 TO 100:PSET(RND(256),RND(
90)+22):NEXTS
410 DRAW"BM10,10;U4R2L2U3R3;BR2;D7R4
U7;BR2;R3L3D3R2L2D4R3;BR2;R3L3U7"
420 DRAW"BM215,16;D4R2BU4BR2D4U4BR2D2
F2E2U2BR2R2L2D2R1L1D2R2BU4BR3R2L2G1F1
R2F1G1 L2"
430 FU=190
440 PC=1
450 DI=3
460 LINE(30,4)-(189,9),PSET,BF
470 DRAW"BM88,12;F2H2G2E2D4"
480 GOTO 570
490 IF LI=1 THEN550
500 X1=200
510 ON PC GOSUB2100,2120,2140
520 IF LI=2 THEN550
530 X1=227
540 ON PC GOSUB 2100,2120,2140
550 PC=PC+1:IFPC=4THENPC=1
560 RETURN
570 IF MF=1THEN600 ELSE 580
580 IF RND(NF)<2 THEN MF=1
590 MX=RND(220)+12:MY=35
600 IF DI=1 THEN PUT(X-3,Y-2)-(X+20,Y
+14),CR,PSET
610 IF DI=2 THEN PUT(X,Y-2)-(X+23,Y+1
4),CL,PSET
620 IF DI=3 THEN PUT(X,Y-2)-(X+23,Y+1
4),CM,PSET
630 IFY>125THENLINE(90,160)-(130,160)
,PSET
640 IF MF<>1 THEN 710
650 ON PM GOSUB 1410,1450,1430,1450
660 MY=MY+MS
670 IF MY>147 THEN MF=0:GOTO1470
680 PM=PM+1:IFPM=5THENPM=1
```

▶

CHOPPER COMMAND

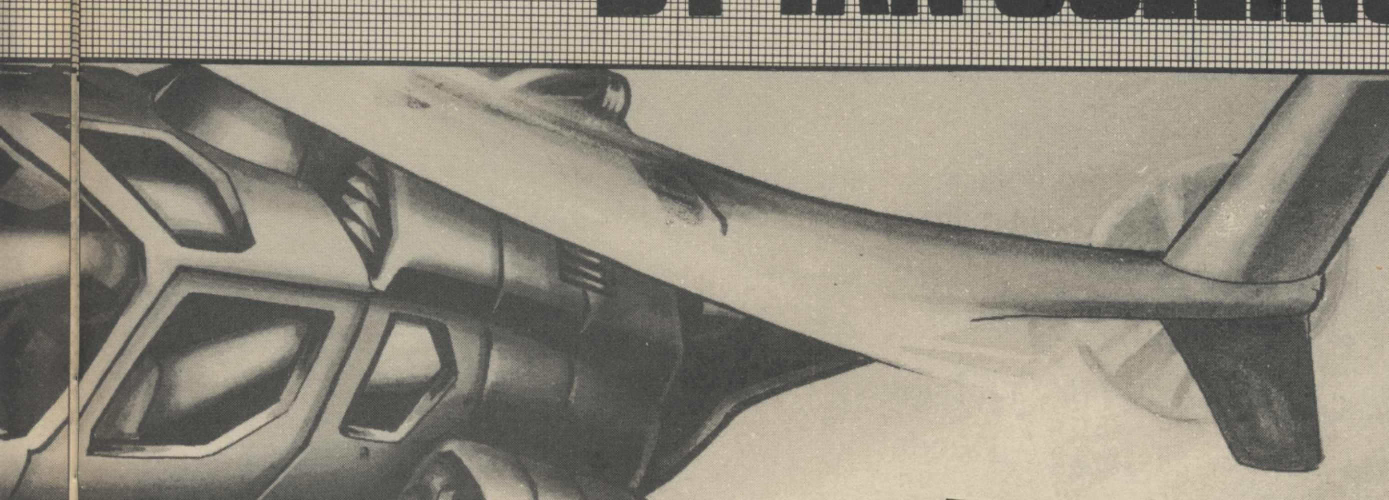


```
690 IFX>MX-20ANDX<MX+6ANDY<MY+13ANDY>
MY-10THENMF=0:LINE(MX,MY)-(MX+5,MY+11
),PRES
ET,BF:SC=SC+10:PLAY"T25504V31GFGDED":
FU=FU+10:MC=MC+1
700 IF MC>=5 THEN LV=LV+1:MS=MS+1:
GOTO 2240
710 PSET(RND(256),RND(70)+22)
720 GOSUB 920
730 P=PEEK(65280):IFP=126ORP=254THEN
SP=8:LINE(X-3,Y-2)-(X+23,Y+15),
PRESET,BF:FU=
FU-1ELSESP=3
740 J=JOYSTK(0):J1=JOYSTK(1)
750 IFJ>60THENX=X+SP:DI=1
760 IFJ<3THENX=X-SP:DI=2
770 IFJ>3ANDJ<60THENDI=3
780 IFJ1>60THENY=Y+SP
790 IFJ1<3THENY=Y-SP
800 IFY<125THEN870
810 IFX<95ANDJ1>60THENY=Y-SP
820 IFX<95ANDJ<3THENX=X+SP
830 IFX>105ANDJ1>60THENY=Y-SP
840 IFX>105ANDJ>60THENX=X-SP
850 LINE(90,160)-(130,160),PSET
860 DRAW"BM94,160;G10R55H10"
870 IFY<25THENY=25
880 IFX<5THENX=5
890 IFX>227THENX=227
900 IFY>155THENY=155:FU=FU+8:SOUNDFU
,1
910 GOTO 990
920 IFFU>190THENFU=190
930 FU=FU-.75
940 LINE(FU,3)-(200,10),PRESET,BF:
LINE(FU-1,4)-(30,9),PSET,BF
950 IF FU<31THEN1270
```

```
960 IF FU<90 THEN SOUND150,1:PUT(140
,3)-(178,11),DA,PSET
970 GOSUB 490
980 RETURN
990 GOTO 570
1000 PMODE 4,1:PCLS
1010 DRAW"BM100,100;R12L6D6U4L4G1D2L
1R14U2G1D1L1L4U1L1R1U1H1D1L2G1R1F1D
2R2L6U2D2
L2"
1020 DIM CL(23,15)
1030 GET(97,96)-(120,111),CL,G
1040 PCLS
1050 DRAW"BM101,100;L12R6D6U4R4F1D2R
1L14U2F1D1R1R4U1R1L1U1E1D1R2F1L1G1D
2L2R6U2D2
R2"
1060 DIM CR(23,16)
1070 GET(82,96)-(105,112),CR,G
```

BY IAN COLLINSON

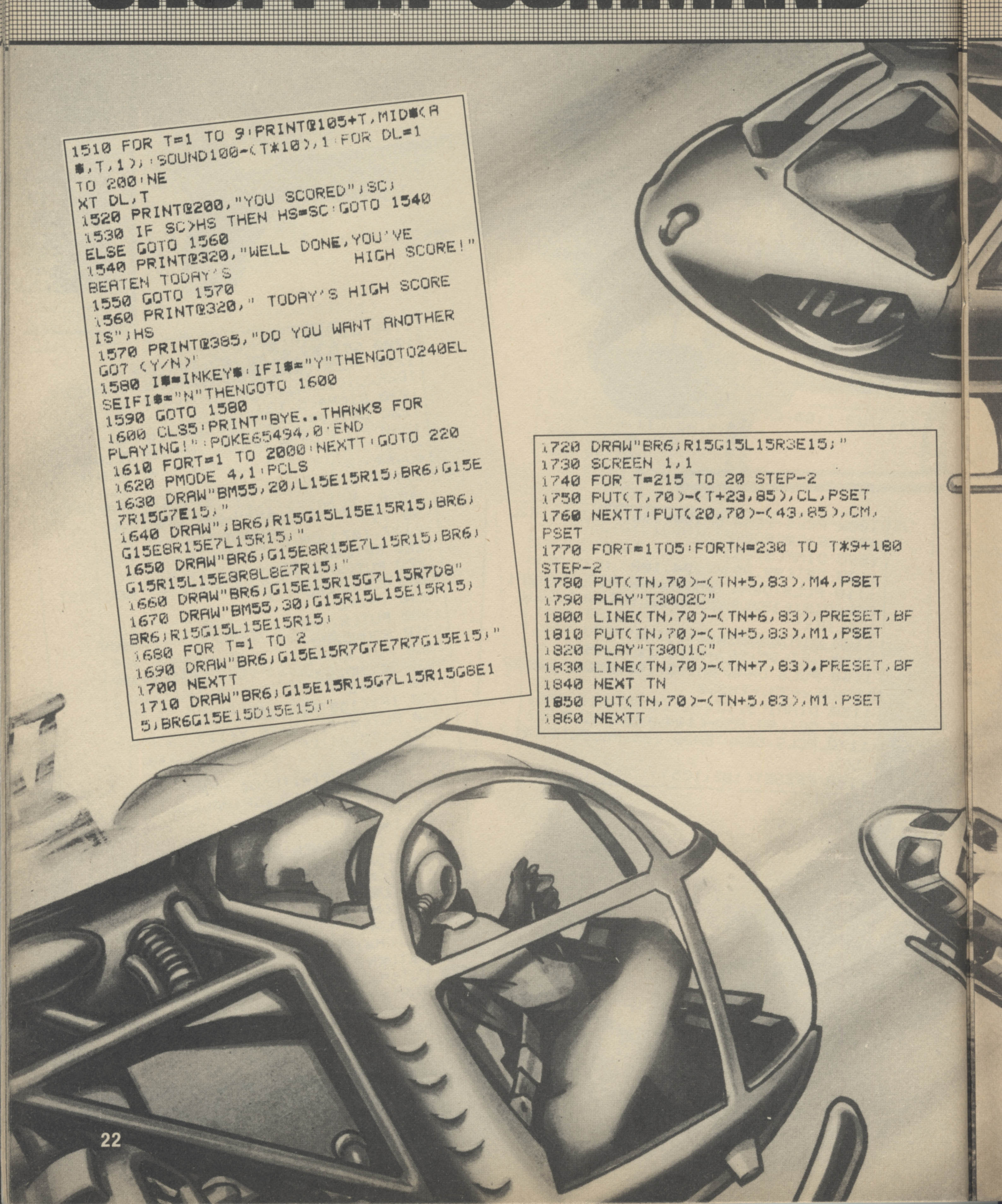
DRAGON



```
1080 PCLS:DRAW"BM100,100;F2E2G2D1R2L
4R2D2R1D2L2U2R2"
1090 DIMM(5,13)
1100 GET(99,95)-(104,108),M,G
1110 PCLS:DRAW"BM100,100;R13L7D2R2F1
D2G2D1R1L1U2L2D2L1R1U2L1U1R4L2U1D1L
3U2E1R3"
1120 DIM CM(23,17)
1130 GET(95,96)-(118,113),CM,G
1140 PCLS:DRAW"BM100,100;R2D2L2U2D2R
1D2R2L4R2D1F2H2G2"
1150 DIMM1(5,13)
1160 GET(99,95)-(104,108),M1,G
1170 PCLS:DRAW"BM99,105;R6L3U1R1D2L2
U2"
1180 PRESET(102,105)
```

```
1190 DIMM2(6,13)
1200 GET(99,95)-(105,108),M2,G
1210 PCLS:DRAW"BM100,100;R2D2L2U2D2R
1D2R2U1D1L4D1U1R2D1F1R1L1H1D2"
1220 DIMM4(5,13)
1230 GET(99,95)-(104,108),M4,G
1240 PCLS:DRAW"BM100,100;D4R2E1U2H1L
2R2ER5;R1F1D3U2L3D2U3E1R1BR4;D4U4F
4U4BR3;R3L
3D4R3U2L1BU2BR4;R3L3D2R2L2D2R3BU4BR3;
D4U4R3D2L3R1F2"1250 DIM DA(35,8):GET
(99,99)
-(137,107),DA,G
1260 RETURN
1270 PUT(X-3,Y-2)-(X+20,Y+14),CR,PSET
1280 SOUND200-Y,1
1290 Y=Y+2
1300 PUT(X,Y-2)-(X+23,Y+14),CM,PSET
1310 SOUND200-Y,1
1320 PUT(X,Y-2)-(X+23,Y+14),CL,PSET
1330 SOUND200-Y,1
1340 Y=Y+2
1350 IFY<150THEN1270
1360 PUT(X,Y)-(X+20,Y+11),CR,PSET:
FORT=31TO10STEP-2:PLAY"V"+STR$(T)+"
;T255;O3;DE
AD":NEXTT:FORT=1TO500:NEXTT
1370 PLAY"O1V31T4L2GP100GP80L4GP100L
2GL4B-HAGGF+G"
1380 LI=LI-1
1390 IF LI=0 THEN GOTO 1490
1400 GOTO250
1410 PUT(MX,MY)-(MX+5,MY+13),M,PSET
1420 RETURN
1430 PUT(MX,MY)-(MX+5,MY+13),M1,PSET
1440 RETURN
1450 PUT(MX,MY)-(MX+6,MY+13),M2,PSET
1460 RETURN
1470 PUT(MX,MY)-(MX+8,MY+15),M,PSET
1480 FORT=31TO10STEP-2:PLAY"V"+STR$(
T)+";T255;O3;DEAD":NEXTT:GOTO 1370
1490 FOR T=1 TO1000:NEXTT
1500 CLS:A$="GAME OVER"
```

CHOPPER COMMAND

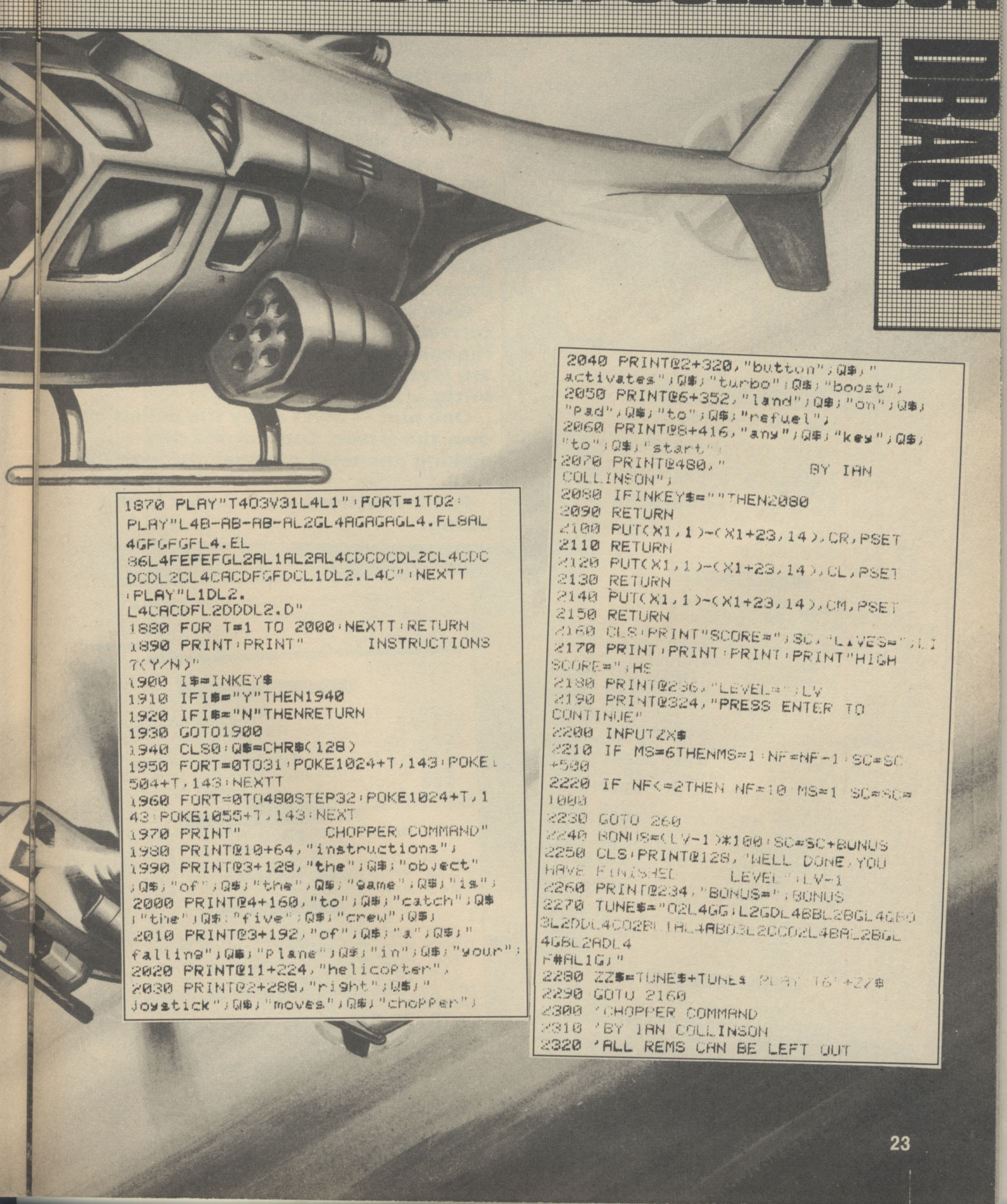


```
1510 FOR T=1 TO 9:PRINT@105+T,MID$(A
$,T,1);:SOUND100-(T*10),1:FOR DL=1
TO 200:NE
XT DL,T
1520 PRINT@200,"YOU SCORED";SC;
1530 IF SC>HS THEN HS=SC:GOTO 1540
ELSE GOTO 1560
1540 PRINT@320,"WELL DONE,YOU'VE
                        HIGH SCORE!"
BEATEN TODAY'S
1550 GOTO 1570
1560 PRINT@320," TODAY'S HIGH SCORE
IS";HS
1570 PRINT@385,"DO YOU WANT ANOTHER
GO? (Y/N)"
1580 I$=INKEY$:IFI$="Y"THENGOTO240EL
SEIFI$="N"THENGOTO 1600
1590 GOTO 1580
1600 CLS5:PRINT"BYE..THANKS FOR
PLAYING!":POKE65494,0:END
1610 FORT=1 TO 2000:NEXTT:GOTO 220
1620 PMODE 4,1:PCLS
1630 DRAW"BM55,20;L15E15R15;BR6;G15E
7R15G7E15;"
1640 DRAW";BR6;R15G15L15E15R15;BR6;
G15E8R15E7L15R15;"
1650 DRAW"BR6;G15E8R15E7L15R15;BR6;
G15R15L15E8R8L8E7R15;"
1660 DRAW"BR6;G15E15R15G7L15R7D8"
1670 DRAW"BM55,30;G15R15L15E15R15;
BR6;R15G15L15E15R15;
1680 FOR T=1 TO 2
1690 DRAW"BR6;G15E15R7G7E7R7G15E15;"
1700 NEXTT
1710 DRAW"BR6;G15E15R15G7L15R15G8E1
5;BR6G15E15D15E15;"
```

```
1720 DRAW"BR6;R15G15L15R3E15;"
1730 SCREEN 1,1
1740 FOR T=215 TO 20 STEP-2
1750 PUT(T,70)-(T+23,85),CL,PSET
1760 NEXTT:PUT(20,70)-(43,85),CM,
PSET
1770 FORT=1TO5:FORTN=230 TO T*9+180
STEP-2
1780 PUT(TN,70)-(TN+5,83),M4,PSET
1790 PLAY"T3002C"
1800 LINE(TN,70)-(TN+6,83),PRESET,BF
1810 PUT(TN,70)-(TN+5,83),M1,PSET
1820 PLAY"T3001C"
1830 LINE(TN,70)-(TN+7,83).PRESET.BF
1840 NEXT TN
1850 PUT(TN,70)-(TN+5,83),M1.PSET
1860 NEXTT
```

BY IAN COLLINSON

DRAGON



```
1870 PLAY"T4O3V31L4L1":FORT=1TO2:
PLAY"L4B-AB-AB-AL2GL4AGAGAGL4.FL8AL
4GFGFGFL4.EL
BGL4FEFEFGL2AL1AL2AL4CDCDCDL2CL4CDC
DCDL2CL4CACDFGFDCL1DL2.L4C":NEXTT
:PLAY"L1DL2.
L4CACDFL2DDDL2.D"
1880 FOR T=1 TO 2000:NEXTT:RETURN
1890 PRINT:PRINT"        INSTRUCTIONS
?(Y/N)"
1900 I$=INKEY$
1910 IFI$="Y"THEN1940
1920 IFI$="N"THENRETURN
1930 GOTO1900
1940 CLS0:Q$=CHR$(128)
1950 FORT=0TO31:POKE1024+T,143:POKE1
504+T,143:NEXTT
1960 FORT=0TO480STEP32:POKE1024+T,1
43:POKE1055+T,143:NEXT
1970 PRINT"           CHOPPER COMMAND"
1980 PRINT@10+64,"instructions";
1990 PRINT@3+128,"the";Q$;"object"
;Q$;"of";Q$;"the";Q$;"game";Q$;"is";
2000 PRINT@4+160,"to";Q$;"catch";Q$
;"the";Q$;"five";Q$;"crew";Q$;
2010 PRINT@3+192,"of";Q$;"a";Q$;"
falling";Q$;"plane";Q$;"in";Q$;"your";
2020 PRINT@11+224,"helicopter",
2030 PRINT@2+288,"right";Q$;"
joystick";Q$;"moves";Q$;"chopper";
```

```
2040 PRINT@2+320,"button";Q$;"
activates";Q$;"turbo";Q$;"boost";
2050 PRINT@6+352,"land";Q$;"on";Q$;
"pad";Q$;"to";Q$;"refuel";
2060 PRINT@8+416,"any";Q$;"key";Q$;
"to";Q$;"start";
2070 PRINT@480,"               BY IAN
COLLINSON";
2080 IFINKEY$=""THEN2080
2090 RETURN
2100 PUT(X1,1)-(X1+23,14),CR,PSET
2110 RETURN
2120 PUT(X1,1)-(X1+23,14),CL,PSET
2130 RETURN
2140 PUT(X1,1)-(X1+23,14),CM,PSET
2150 RETURN
2160 CLS:PRINT"SCORE=";SC,"LIVES=";LI
2170 PRINT:PRINT:PRINT:PRINT"HIGH
SCORE=";HS
2180 PRINT@236,"LEVEL=";LV
2190 PRINT@324,"PRESS ENTER TO
CONTINUE"
2200 INPUTZX$
2210 IF MS=6THENMS=1:NF=NF-1:SC=SC
+500
2220 IF NF<=2THEN NF=10:MS=1:SC=SC=
1000
2230 GOTO 260
2240 BONUS=(LV-1)*100:SC=SC+BONUS
2250 CLS:PRINT@128,"WELL DONE,YOU
HAVE FINISHED      LEVEL";LV-1
2260 PRINT@234,"BONUS=";BONUS
2270 TUNE$="O2L4GG;L2GDL4BBL2BGL4GBO
3L2DDL4CO2BL1AL4ABO3L2CCO2L4BAL2BGL
4GBL2ADL4
F#AL1G;"
2280 ZZ$=TUNE$+TUNE$:PLAY"T6"+ZZ$
2290 GOTO 2160
2300 'CHOPPER COMMAND
2310 'BY IAN COLLINSON
2320 'ALL REMS CAN BE LEFT OUT
```

BRICKIE

Mark Childs' game, Brickie, tests your skill at answering general knowledge questions and spelling as well as your shooting ability.

The game begins by building a gigantic wall which you must shoot your way through. But before you get your first shot, you must answer one of over 200 questions ranging from gardening through to spelling and astrology.

Each time you answer a question correctly and with perfect spelling, if the computer accepts the answer, you are given one blast at the wall of bricks.

One hint — don't spray the bullets all over the screen. Concentrate on making one small pathway through the wall.

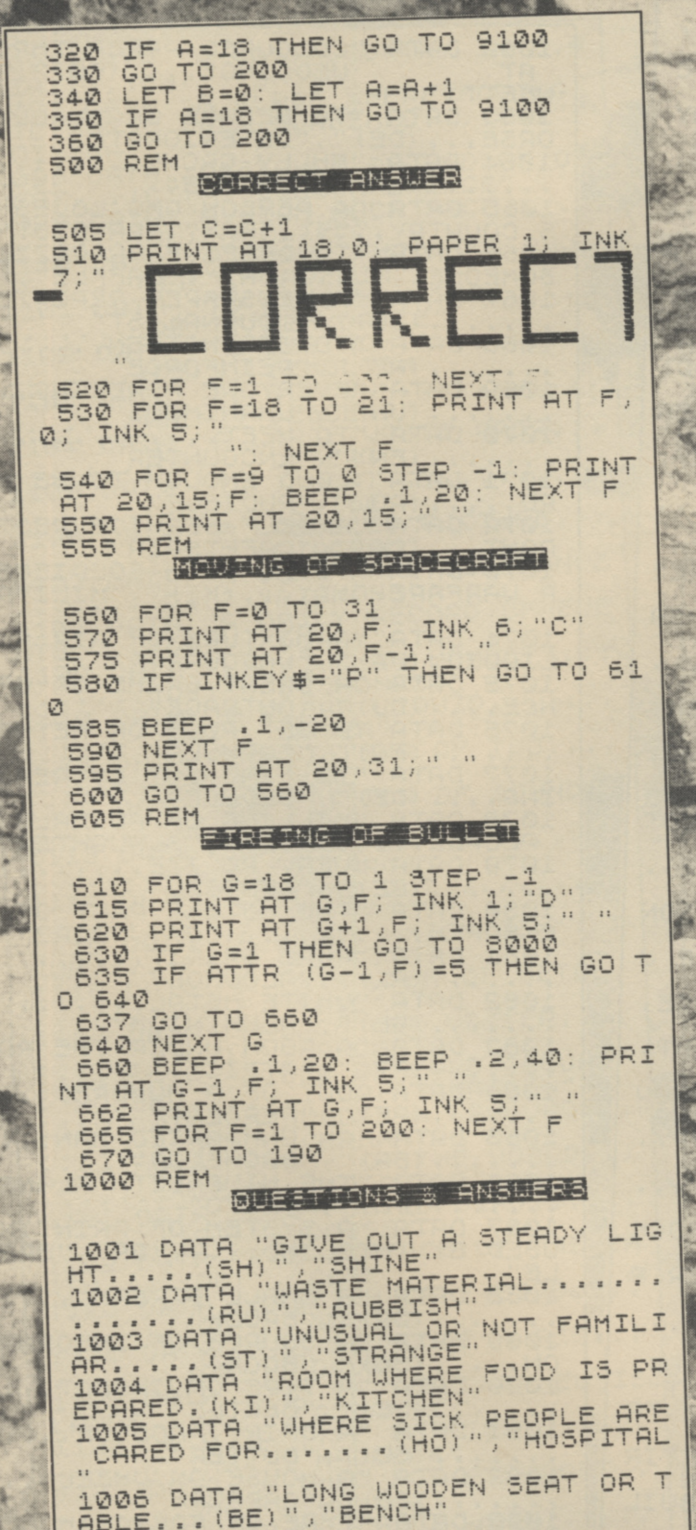
Full instructions are included in the listing.

```
   1 POKE 23658,8: GO SUB 9000:
REM      STARTING GRAPHICS
   2 PLOT 20,100: DRAW 0,70
   3 PLOT 20,170: DRAW 20,0
   4 DRAW 0,-35,-2.5
   5 DRAW -20,0: PLOT 40,135
   6 DRAW 0,-35,-2.6: DRAW -20,0
   7 PLOT 65,100: DRAW 0,70
   8 DRAW 20,0: DRAW 0,-35,-2.6
   9 DRAW -20,0
  10 PLOT 81,135: DRAW 17,-35
  11 PLOT 110,100: DRAW 0,70
  13 PLOT 155,152: DRAW -35,0,PI
  14 DRAW 0,-34: DRAW 34,0,PI
  15 PLOT 165,100: DRAW 0,70
  18 PLOT 200,170: DRAW -35,-35
  19 DRAW 35,-35
  20 PLOT 210,170: DRAW 15,-40
  21 DRAW 15,40
  23 PLOT 225,130: DRAW 0,-30
  30 PRINT AT 11,10; PAPER 1;"BY
 MARK CHILDS"
  31 FOR F=0 TO 255: PLOT F,175:
 NEXT F
  32 FOR F=175 TO 70 STEP -1: PL
OT 255,F: NEXT F
  33 FOR F=255 TO 0 STEP -1: PLO
T F,70: NEXT F
  34 FOR F=70 TO 175: PLOT 0,F:
NEXT F
  40 GO SUB 9300
  50 PAPER 0: CLS
  60 REM        INSTRUCTIONS

  70 PRINT AT 0,0; PAPER 1;"
 I N S T R U C T I O N S       "
  80 PRINT AT 2,0;"IN THIS GAME
YOU HAVE TO TRY TO BREAK THROUGH
 THE WALL AND GO    THROUGH THAT
HOLE TO SAFETY.       BUT BEFORE
YOU CAN SHOOT A     BRICK OUT OF
THE WALL YOU HAVE   TO ANSWER A Q
UESTION CORRECTLY.    IF YOU ANSW
ER THAT QUESTION    CORRECTLY YOU
 CAN SHOOT A BRICK OUT OF THE WA
LL, BUT IF YOU GET THE QUESTION
WRONG YOU GET       ANOTHER ROW O
F BRICKS ADDED TO   THE BOTTOM OF
 THE WALL."
  90 PRINT AT 14,0;"  BEFORE TYP
ING IN ANSWER MAKE  SURE THE COM
PUTER IS IN CAPS    LOCK. ANY MI
SS SPELLINGS WILL   BE COUNTED A
S WRONG!!."
  91 PRINT "PRESS 'P' TO FIRE BU
LLET."
 100 PRINT AT 20,0; PAPER 1;" PL
EASE PRESS ANY KEY TO PLAY      "
 110 PAUSE 0
 160 REM        PRINTING WALL

 170 CLS : FOR F=0 TO 10: PRINT
AT F,0; INK 2;"BABABABABABABABAB
ABABABABABABABA": NEXT F
 180 FOR F=0 TO 10 STEP 2: PRINT
 AT F,0; INK 2;"ABABABABABABABAB
ABABABABABABABAB": NEXT F
```

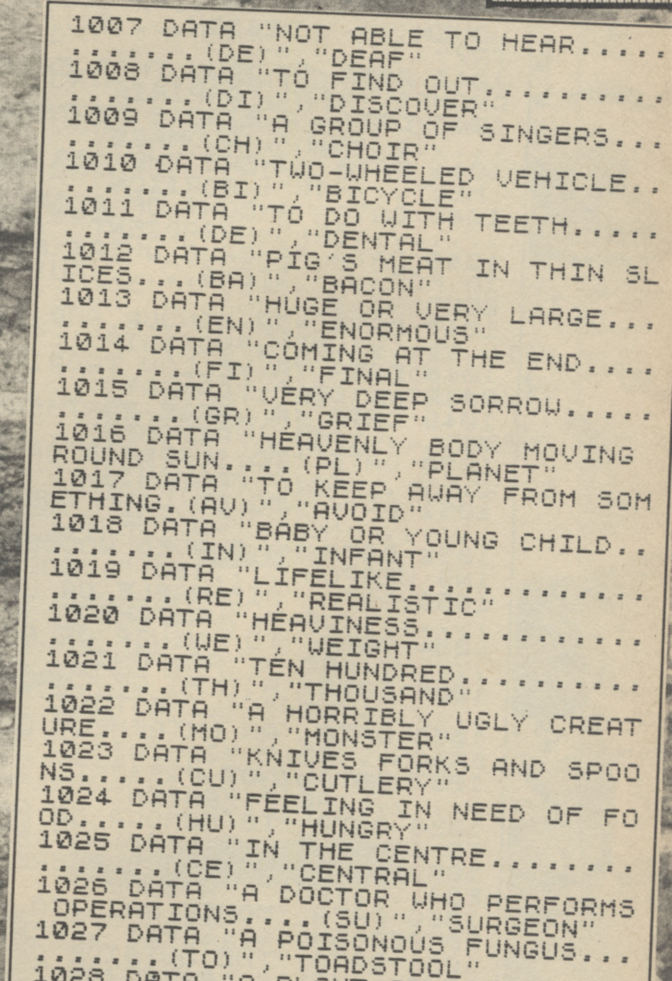
```
 185 FOR F=11 TO 20: PRINT AT F,
0; INK 5; BRIGHT 0;"
                        ": NEXT F
 190 PRINT AT 19,0; INK 1;"▀▀▀▀▀▀
▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀"
 195 REM       ASKING QUESTION

 200 LET Z=INT (RND*140)+1001: R
ESTORE Z: READ A$,B$
 205 BRIGHT 0
 210 PRINT AT 20,0; INK 7;A$
 215 LET N=N+1
 220 INPUT C$
 225 REM       CHEAKING ANSWER
 230 PRINT AT 20,0;"
                   ";AT 21,0;"
                                "
 240 IF C$=B$ THEN GO TO 500
 245 REM       WRONG ANSWER

 250 PRINT AT 20,0;"WRONG!! THE
WORD WAS "; PAPER 1;B$
 260 FOR F=1 TO 500: NEXT F
 265 IF B=0 THEN PRINT AT A,0; I
NK 2;"BABABABABABABABABABABABABA
BABABA"
 270 IF B=1 THEN PRINT AT A,0; I
NK 2;"ABABABABABABABABABABABABAB
ABABAB"
 280 IF B=0 THEN GO TO 300
 290 GO TO 340
 300 LET B=1
 310 LET A=A+1
```

BY MARK CHILDS

SPECTRUM



```
320 IF A=18 THEN GO TO 9100
330 GO TO 200
340 LET B=0: LET A=A+1
350 IF A=18 THEN GO TO 9100
360 GO TO 200
500 REM
        CORRECT ANSWER

505 LET C=C+1
510 PRINT AT 18,0; PAPER 1; INK
7;"  CORRECT
   "
520 FOR F=1 TO 200: NEXT F
530 FOR F=18 TO 21: PRINT AT F,
0; INK 5;"
      ": NEXT F
540 FOR F=9 TO 0 STEP -1: PRINT
AT 20,15;F: BEEP .1,20: NEXT F
550 PRINT AT 20,15;" "
555 REM
        MOVING OF SPACECRAFT

560 FOR F=0 TO 31
570 PRINT AT 20,F; INK 6;"C"
575 PRINT AT 20,F-1;" "
580 IF INKEY$="P" THEN GO TO 61
0
585 BEEP .1,-20
590 NEXT F
595 PRINT AT 20,31;" "
600 GO TO 560
605 REM
        FIREING OF BULLET

610 FOR G=18 TO 1 STEP -1
615 PRINT AT G,F; INK 1;"D"
620 PRINT AT G+1,F; INK 5;" "
630 IF G=1 THEN GO TO 8000
635 IF ATTR (G-1,F)=5 THEN GO T
O 640
637 GO TO 660
640 NEXT G
660 BEEP .1,20: BEEP .2,40: PRI
NT AT G-1,F; INK 5;" "
662 PRINT AT G,F; INK 5;" "
665 FOR F=1 TO 200: NEXT F
670 GO TO 190
1000 REM
        QUESTIONS & ANSWERS

1001 DATA "GIVE OUT A STEADY LIG
HT.....(SH)","SHINE"
1002 DATA "WASTE MATERIAL.......
.......(RU)","RUBBISH"
1003 DATA "UNUSUAL OR NOT FAMILI
AR.....(ST)","STRANGE"
1004 DATA "ROOM WHERE FOOD IS PR
EPARED.(KI)","KITCHEN"
1005 DATA "WHERE SICK PEOPLE ARE
 CARED FOR.......(HO)","HOSPITAL
"
1006 DATA "LONG WOODEN SEAT OR T
ABLE...(BE)","BENCH"
```



```
1007 DATA "NOT ABLE TO HEAR.....
.......(DE)","DEAF"
1008 DATA "TO FIND OUT..........
.......(DI)","DISCOVER"
1009 DATA "A GROUP OF SINGERS...
.......(CH)","CHOIR"
1010 DATA "TWO-WHEELED VEHICLE..
.......(BI)","BICYCLE"
1011 DATA "TO DO WITH TEETH.....
.......(DE)","DENTAL"
1012 DATA "PIG'S MEAT IN THIN SL
ICES...(BA)","BACON"
1013 DATA "HUGE OR VERY LARGE...
.......(EN)","ENORMOUS"
1014 DATA "COMING AT THE END....
.......(FI)","FINAL"
1015 DATA "VERY DEEP SORROW.....
.......(GR)","GRIEF"
1016 DATA "HEAVENLY BODY MOVING
ROUND SUN....(PL)","PLANET"
1017 DATA "TO KEEP AWAY FROM SOM
ETHING.(AV)","AVOID"
1018 DATA "BABY OR YOUNG CHILD..
.......(IN)","INFANT"
1019 DATA "LIFELIKE.............
.......(RE)","REALISTIC"
1020 DATA "HEAVINESS............
.......(WE)","WEIGHT"
1021 DATA "TEN HUNDRED..........
.......(TH)","THOUSAND"
1022 DATA "A HORRIBLY UGLY CREAT
URE....(MO)","MONSTER"
1023 DATA "KNIVES FORKS AND SPOO
NS.....(CU)","CUTLERY"
1024 DATA "FEELING IN NEED OF FO
OD.....(HU)","HUNGRY"
1025 DATA "IN THE CENTRE........
.......(CE)","CENTRAL"
1026 DATA "A DOCTOR WHO PERFORMS
 OPERATIONS....(SU)","SURGEON"
1027 DATA "A POISONOUS FUNGUS...
.......(TO)","TOADSTOOL"
1028 DATA "A PLANT GROWN FOR FOO
D......(VE)","VEGETABLE"
1029 DATA "SET OF PIPES WHICH GI
VE OUT HEAT...(RA)","RADIATOR"
```

BRICKIE

```
1030 DATA "A WOODEN TUB..........
........(BA)","BARREL"
1031 DATA "A PERSON WHO HAS NO C
OURAGE.(CO)","COWARD"
1032 DATA "A BUILDING WHERE PLAY
S ARE ACTED.....(TH)","THEATRE"
1033 DATA "TO GO UP.............
........(AS)","ASCEND"
1034 DATA "AN AMOUNT............
........(QU)","QUANTITY"
1035 DATA "THE LARGEST KIND OF A
PE.....(GO)","GORILLA"
1036 DATA "IN THE SHAPE OF A CIR
CLE....(CI)","CIRCULAR"
1037 DATA "A PRICKLY PLANT WITH
FLESHY      LEAVES....(CA)","CACT
US"
1038 DATA "AN OUTDOOR COOKED MEA
L......(BA)","BARBECUE"
1039 DATA "FROM ANOTHER COUNTRY.
........(FO)","FOREIGN"
1040 DATA "A GRAVEYARD..........
........(CE)","CEMETERY"
1041 DATA "A HANGING CLOTH WITH
WOVEN       DESIGN...(TA)","TAPES
TRY"
1042 DATA "A DRUG THAT EASES HEA
DACHES.(AS)","ASPIRIN"
1043 DATA "A BIRD'S FEATHERS....
........(PL)","PLUMAGE"
1044 DATA "WHERE THE SEA AND SKY
 MEET..(HO)","HORIZON"
1045 DATA "AMOUNT OF SLOPE......
........(GR)","GRADIENT"
1046 DATA "A SALE WHERE PEOPLE B
ID FOR      ITEMS.....(AU)","AUCT
ION"
1047 DATA "TO HONOUR AND ADORE..
........(WO)","WORSHIP"
1048 DATA "A YELLOW TROPICAL SON
GBIRD..(CA)","CANARY"
1049 DATA "A LARGE EARTHENWARE J
UG.....(PI)","PITCHER"
1050 DATA "TO SURPRISE OR AMAZE.
........(AS)","ASTONISH"
1051 DATA "TO DO WITH THE NIGHT.
........(NO)","NOCTURNAL"
1052 DATA "A CURVED WOODEN THROW
ING WEAPON.....(BO)","BOOMERANG"
1053 DATA "MISERABLE OR UNHAPPY.
........(WR)","WRETCHED"
1054 DATA "TO ANSWER OR REPLY...
........(RE)","RESPOND"
1055 DATA "A TYPE OF CHALKY ROCK
........(LI)","LIMESTONE"
1056 DATA "AN EXTREMELY CLEVER P
ERSON..(GE)","GENIUS"
1057 DATA "NOT PRESENT..........
........(AB)","ABSENT"
1058 DATA "TO HONOUR OR LOOK UP
TO SOMEONE......(RE)","RESPECT"
1059 DATA "A ROAD BORDERED BY TR
EES....(AV)","AVENUE"
1060 DATA "MONEY PAID TO A RETIR
ED PERSON......(PE)","PENSION"
1061 DATA "THE OUTSIDE OF A BUIL
DING...(EX)","EXTERIOR"
1062 DATA "COLOURED PAPER THROWN
 AT         WEDDINGS....(CO)","CO
NFETTI"
1063 DATA "TO BECOME GRADUALLY W
ORSE...(DE)","DETERIORATE"
1064 DATA "FULLY GROWN..........
........(MA)","MATURE"
1065 DATA "A PERSON WHO LOVES HI
S COUNTRY......(PA)","PATRIOT"
1066 DATA "TO DECEIVE OR PUZZLE
SOMEONE.......(BA)","BAFFLE"
1067 DATA "A NEWSPAPER REPORTER.
........(JO)","JOURNALIST"
1068 DATA "TO STRENGTHEN........
........(RE)","REINFORCE"
1069 DATA "EVERYONE AGREEING....
........(UN)","UNANIMOUS"
1070 DATA "TO MEET..............
........(EN)","ENCOUNTER"
1071 DATA "LOUD ENOUGH TO BE HEA
RD.....(AU)","AUDIBLE"
1072 DATA "A SELF-SERVICE RESTAU
RANT...(CA)","CAFETERIA"
1073 DATA "TO DO WITH SOLDIERS O
R WARFARE........(MI)","MILITARY
"

1074 DATA "A MIXTURE OF AIR AND
LIQUID.(VA)","VAPOUR"
1075 DATA "A GREAT CRIME OR OFFE
NCE....(OU)","OUTRAGE"
1076 DATA "A SET RULE OR METHOD.
........(FO)","FORMULA"
1077 DATA "TO FIND OUT BY REASON
ING....(DE)","DEDUCE"
1078 DATA "KILLING OF ANIMALS OR
 PEOPLE......(SL)","SLAUGHTER"
1079 DATA "VERY POLITE..........
........(GE)","GENTEEL"
1080 DATA "THE HOTEST PART OF TH
E EARTH..........(CO)","CORE"
1081 DATA "PURE SPIRIT..........
........(AL)","ALCOHOL"
1082 DATA "WHITE METAL..........
........(AL)","ALUMINIUM"
1083 DATA "A ROOM UNDER THE ROOF
........(AT)","ATTIC"
1084 DATA "OUT OF A HUNDRED.....
........(PE)","PERCENT"
1085 DATA "AN UNMARRIED MAN.....
........(BA)","BACHELOR"
1086 DATA "THE NINENEETH PLANET.
........(PL)","PLUTO"
1087 DATA "A SYSTEM OF PRINTING
USED BY THEBLIND.....(BR","BRAIL
LE"
1088 DATA "A SMALL STREAM.......
........(BR)","BROOK"
1089 DATA "A SOURCE OF INFORMATI
ON.....(BO)","BOOK"
1090 DATA "A TYPE OF INSECT.....
........(BE)","BEETLE"
1091 DATA "A DAIRY PRODUCE......
........(BU)","BUTTER"
1092 DATA "A HOUSE ON WHEELS....
........(CA)","CARAVAN"
1093 DATA "TYPE OF FRENCH MONEY.
........(FR)","FRANC"
1094 DATA "AN UNDERGROUND STORER
OOM....(CE)","CELLAR"
1095 DATA "A PRIVATE CHURCH.....
........(CH)","CHAPEL"
```

BY MARK CHILDS

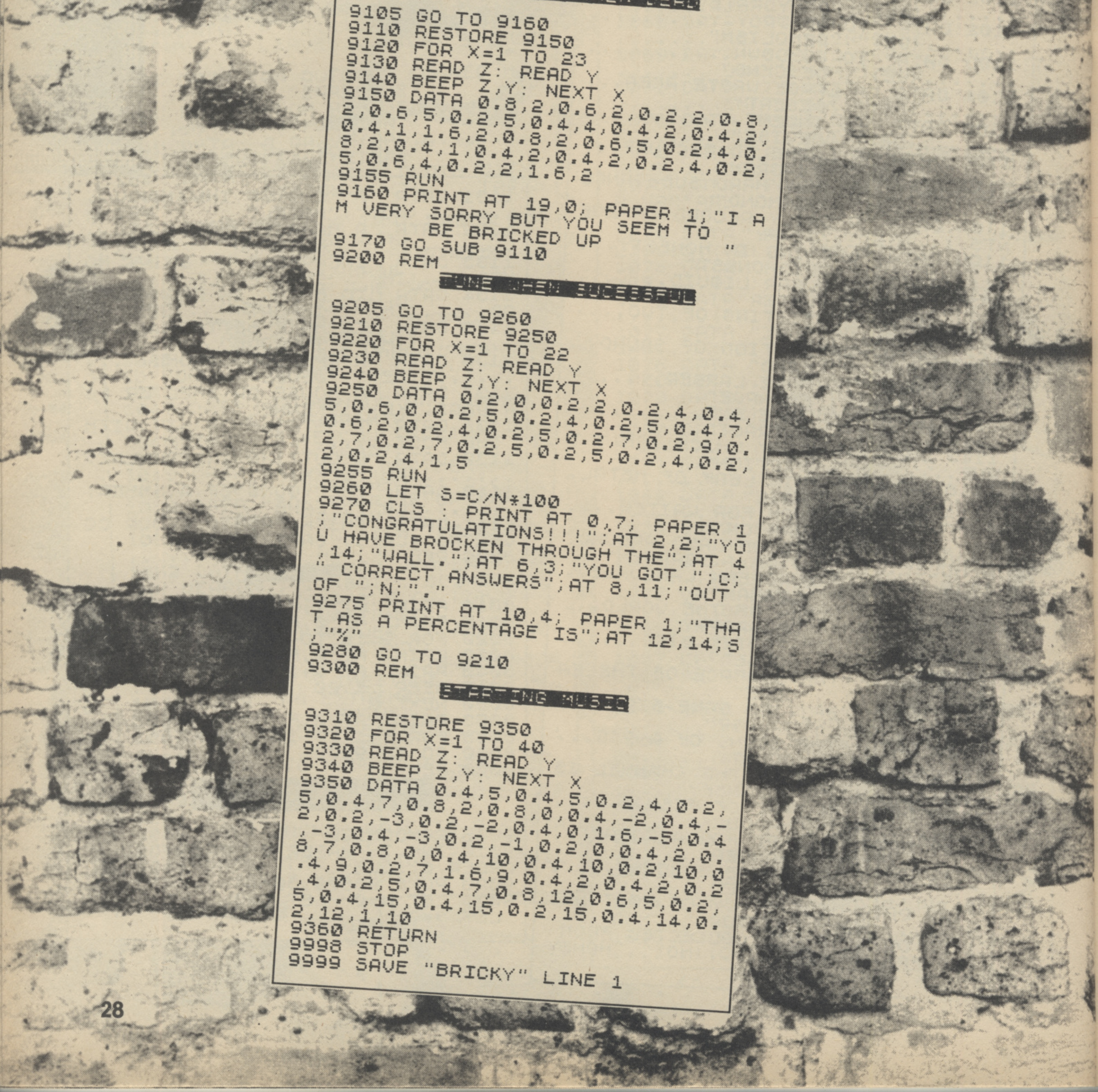
SPECTRUM

```
1096 DATA "A VAST COUNTRY IN E.A
SIA....(CH)","CHINA"
1097 DATA "A PLACE WHERE MOVING
PICTURES   ARE SCREENED...(CI)",
"CINEMA"
1098 DATA "DISTANCE AROUND AN OB
JECT...(CI)","CIRCUMFERENCE"
1099 DATA "A HIGH ROCK FACE.....
........(CL)","CLIFF"
1100 DATA "A SHARP THROWING OBJE
CT.....(JA)","JAVELIN"
1101 DATA "TO REMOVE WATER......
........(DE)","DEHYDRATE"
1102 DATA "TO DESTROY...........
........(DE)","DEMOLISH"
1103 DATA "TO GO DOWN...........
........(DE)","DESCEND"
1104 DATA "A LARGE WASTE AREA...
........(DE)","DESERT"
1105 DATA "TO INVENT............
........(DE)","DEVISE"
1106 DATA "A LABBELED PICTURE...
........(DI)","DIAGRAM"
1107 DATA "A VERY HARD SUBSTANCE
........(DI)","DIAMOND"
1108 DATA "A DAILY RECORD OF EVE
NTS....(DI)","DIARY"
1109 DATA "LACKING IN HONESTY...
........(DI)","DISHONEST"
1110 DATA "A CLEAR LIQUID.......
........(WA)","WATER"
1111 DATA "CONSISTING OF TWO....
........(DU)","DUAL"
1112 DATA "REPETITION OF SOUND..
........(EC)","ECHO"
1113 DATA "TO MAKE LARGER.......
........(EN)","ENLARGE"
1114 DATA "TO TAKE OUT..........
........(EX)","EXTRACT"
1115 DATA "A STORY WHICH ISN'T T
RUE....(FI)","FICTION"
1116 DATA "A THIN LEAF OF METAL.
........(FO)","FOIL"
1117 DATA "FRENCH FOR WAITER....
........(GA)","GARCON"
1118 DATA "PIECE OF LAND AROUND
A HOUSE........(GA)","GARDEN"
1119 DATA "A EUROPEAN LANGUAGE..
........(GE)","GERMAN"
1120 DATA "STUDY OF THE WORLD...
........(GE)","GEOGRAPHY"
1121 DATA "WEB-FOOTED BIRD......
........(GO)","GOOSE"
1122 DATA "THE SURFACE OF THE EA
RTH....(CO)","CORE"
1123 DATA "BRITISH GAME-BIRD....
........(GR)","GROUSE"
1124 DATA "THE SOUND OF A PIG...
........(GR)","GRUNT"
1125 DATA "ONE OF THE CHANNEL IS
LANDS..(GU)","GUERNSEY"
1126 DATA "A TYPE OF FISH.......
........(HA)","HADDOCK"
1127 DATA "A SHED FOR AIRCRAFT..
........(HA)","HANGER"
1128 DATA "A MOVEABLE JOINT.....
........(HI)","HINGE"
1129 DATA "THE STUDY OF PAST EVE
NTS....(HI)","HISTORY"
1130 DATA "FLUID COLLECTED FROM
FLOWERS BY BEES.....(HO)","HONEY
"
```

```
1131 DATA "A KIND OF INN........
........(HO)","HOTEL"
1132 DATA "A MARRIED MAN........
........(HU)","HUSBAND"
1133 DATA "INCAPABLE OF BEING MO
VED....(IM)","IMMOVEABLE"
1134 DATA "TO BRING IN FROM ABRO
AD.....(IM)","IMPORT"
1135 DATA "TO MAKE BETTER.......
........(IM)","IMPROVE"
1136 DATA "A PRECIOUS STONE.....
........(JE)","JEWEL"
1137 DATA "A HOUSE OR SHELTER FO
R DOGS.(KE)","KENNEL"
1138 DATA "TO STRIKE OR HIT WITH
 THE FOOT......(KI)","KICK"
1139 DATA "A CUTTING INSTRUMENT.
........(KN)","KNIFE"
1140 DATA "THE YOUNG OF A SHEEP.
........(LA)","LAMB"
1141 DATA "THICK FABRIC FLOOR CO
VERING.(CA)","CARPET"
8000 REM
            ESCAPED

8010 PRINT AT 1,F;" "
8015 PRINT AT 0,F;" "
8020 FOR G=19 TO 0 STEP -1
8030 PRINT AT G,F; INK 6;"C"
8040 PRINT AT G+1,F;" "
8045 BEEP .1,20
8050 NEXT G
8053 PRINT AT 0,F;" "
8055 FOR F=1 TO 100: NEXT F
8060 GO TO 9200
9000 REM
     GRAPHICS VARIABLES
     & SCREEN COLOURS

9005 RANDOMIZE
9010 INK 7: PAPER 0: BRIGHT 1: B
ORDER 0: CLS
9020 POKE 23609,30
9030 LET N=0: LET C=0: LET A=11:
 LET B=0
```

▶

BRICKIE



```
9040 RESTORE 9030
9050 FOR I=0 TO 31
9060 READ X: POKE USR "A"+I,X
9070 NEXT I
9080 DATA 0,254,254,254,254,254,
254,0,0,127,127,127,127,127,
0,24,24,24,24,60,126,255,255,24,
24,24,24,24,24,24,60
9090 RETURN
9100 REM
           TUNE FOR WHEN DEAD
9105 GO TO 9160
9110 RESTORE 9150
9120 FOR X=1 TO 23
9130 READ Z: READ Y
9140 BEEP Z,Y: NEXT X
9150 DATA 0.8,2,0.6,2,0.2,2,0.8,
2,0.6,5,0.2,5,0.4,4,0.4,2,0.4,2,
0.4,1,1.6,2,0.8,2,0.6,5,0.2,4,0.
8,2,0.4,1,0.4,2,0.4,2,0.2,4,0.2,
5,0.6,4,0.2,2,1.6,2
9155 RUN
9160 PRINT AT 19,0; PAPER 1;"I A
M VERY SORRY BUT YOU SEEM TO
     BE BRICKED UP             "
9170 GO SUB 9110
9200 REM
           TUNE WHEN SUCESSFUL
9205 GO TO 9260
9210 RESTORE 9250
9220 FOR X=1 TO 22
9230 READ Z: READ Y
9240 BEEP Z,Y: NEXT X
9250 DATA 0.2,0,0.2,2,0.2,4,0.4,
5,0.6,0,0.2,5,0.2,4,0.2,5,0.4,7,
0.6,2,0.2,4,0.2,5,0.2,7,0.2,9,0.
2,7,0.2,7,0.2,5,0.2,5,0.2,4,0.2,
2,0.2,4,1,5
9255 RUN
9260 LET S=C/N*100
9270 CLS : PRINT AT 0,7; PAPER 1
;"CONGRATULATIONS!!!";AT 2,2;"YO
U HAVE BROCKEN THROUGH THE";AT 4
,14;"WALL.";AT 6,3;"YOU GOT ";C;
" CORRECT ANSWERS";AT 8,11;"OUT
OF ";N;"."
9275 PRINT AT 10,4; PAPER 1;"THA
T AS A PERCENTAGE IS";AT 12,14;S
;"%"
9280 GO TO 9210
9300 REM
           STARTING MUSIC
9310 RESTORE 9350
9320 FOR X=1 TO 40
9330 READ Z: READ Y
9340 BEEP Z,Y: NEXT X
9350 DATA 0.4,5,0.4,5,0.2,4,0.2,
5,0.4,7,0.8,2,0.8,0,0.4,-2,0.4,-
2,0.2,-3,0.2,-2,0.4,0,1.6,-5,0.4
,-3,0.4,-3,0.2,-1,0.2,0,0.4,2,0.
8,7,0.8,0,0.4,10,0.4,10,0.2,10,0
.4,9,0.2,7,1.6,9,0.4,2,0.4,2,0.2
,4,0.2,5,0.4,7,0.8,12,0.6,5,0.2,
5,0.4,15,0.4,15,0.2,15,0.4,14,0.
2,12,1,10
9360 RETURN
9998 STOP
9999 SAVE "BRICKY" LINE 1
```

PURPLE TURTLES

BBC

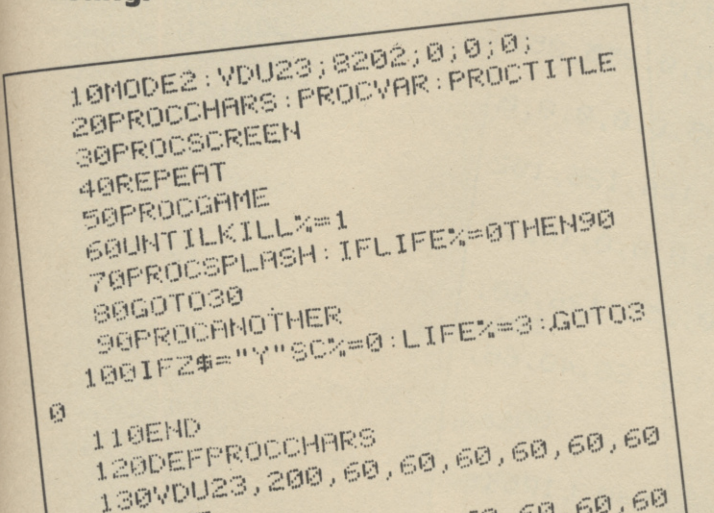
David Dobby's game, Purple Turtles, is a version of a well known Commodore 64 game which sold very well last year and matches up very well to the original program in playability and purpose.

The aim is to get across a large river without falling in and drowning. The only way across is to use the turtles swimming in the river as stepping stones.

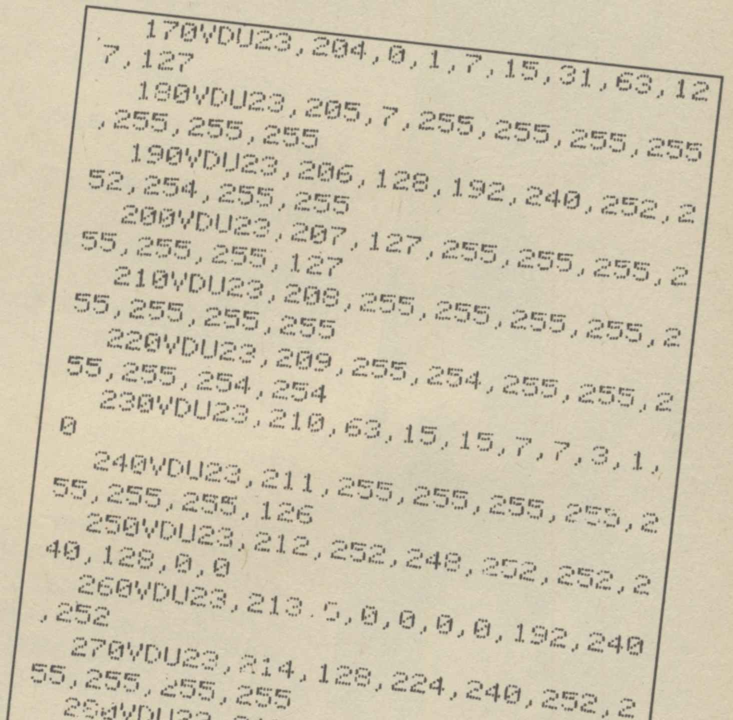
Unfortunately for you, the turtles are quite fond of diving underwater, especially when you happen to land on them! And the only warning they give is by changing the colour of their shell from purple to green.

Purple Turtles is a very simple game to play but it soon changes into a real test of co-ordination and strategy.

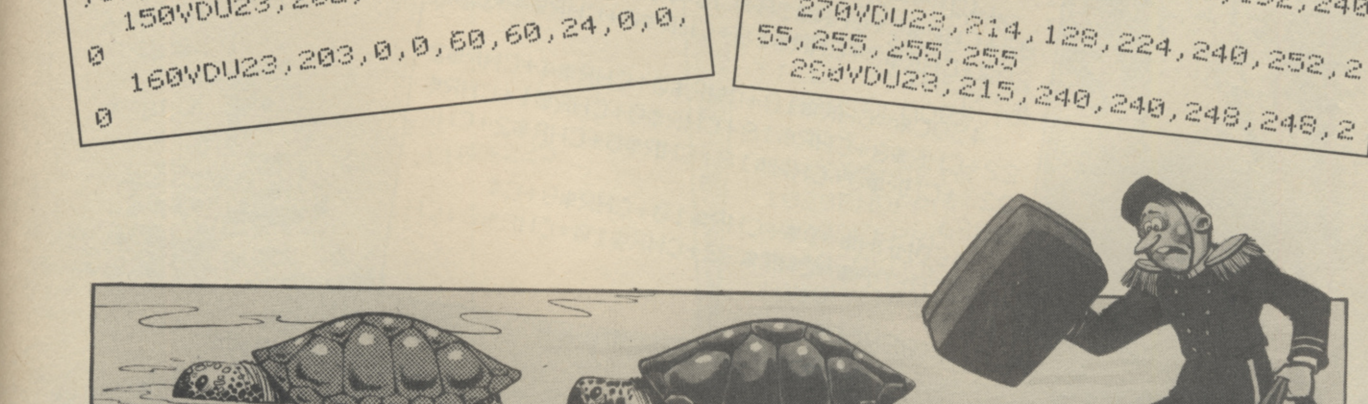
Full instructions are included in the listing.



```
10MODE2:VDU23;8202;0;0;0;
20PROCCHARS:PROCVAR:PROCTITLE
30PROCSCREEN
40REPEAT
50PROCGAME
60UNTILKILL%=1
70PROCSPLASH:IFLIFE%=0THEN90
80GOTO30
90PROCANOTHER
100IFZ$="Y"SC%=0:LIFE%=3:GOTO3
0
110END
120DEFPROCCHARS
130VDU23,200,60,60,60,60,60,60
,126,255
140VDU23,201,60,60,60,60,60,60
,60,60
150VDU23,202,0,126,66,0,0,0,0,
0
160VDU23,203,0,0,60,60,24,0,0,
0
```



```
170VDU23,204,0,1,7,15,31,63,12
7,127
180VDU23,205,7,255,255,255,255
,255,255,255
190VDU23,206,128,192,240,252,2
52,254,255,255
200VDU23,207,127,255,255,255,2
55,255,255,127
210VDU23,208,255,255,255,255,2
55,255,255,255
220VDU23,209,255,254,255,255,2
55,255,254,254
230VDU23,210,63,15,15,7,7,3,1,
0
240VDU23,211,255,255,255,255,2
55,255,255,126
250VDU23,212,252,248,252,252,2
40,128,0,0
260VDU23,213.5,0,0,0,0,192,240
,252
270VDU23,214,128,224,240,252,2
55,255,255,255
280VDU23,215,240,240,248,248,2
```

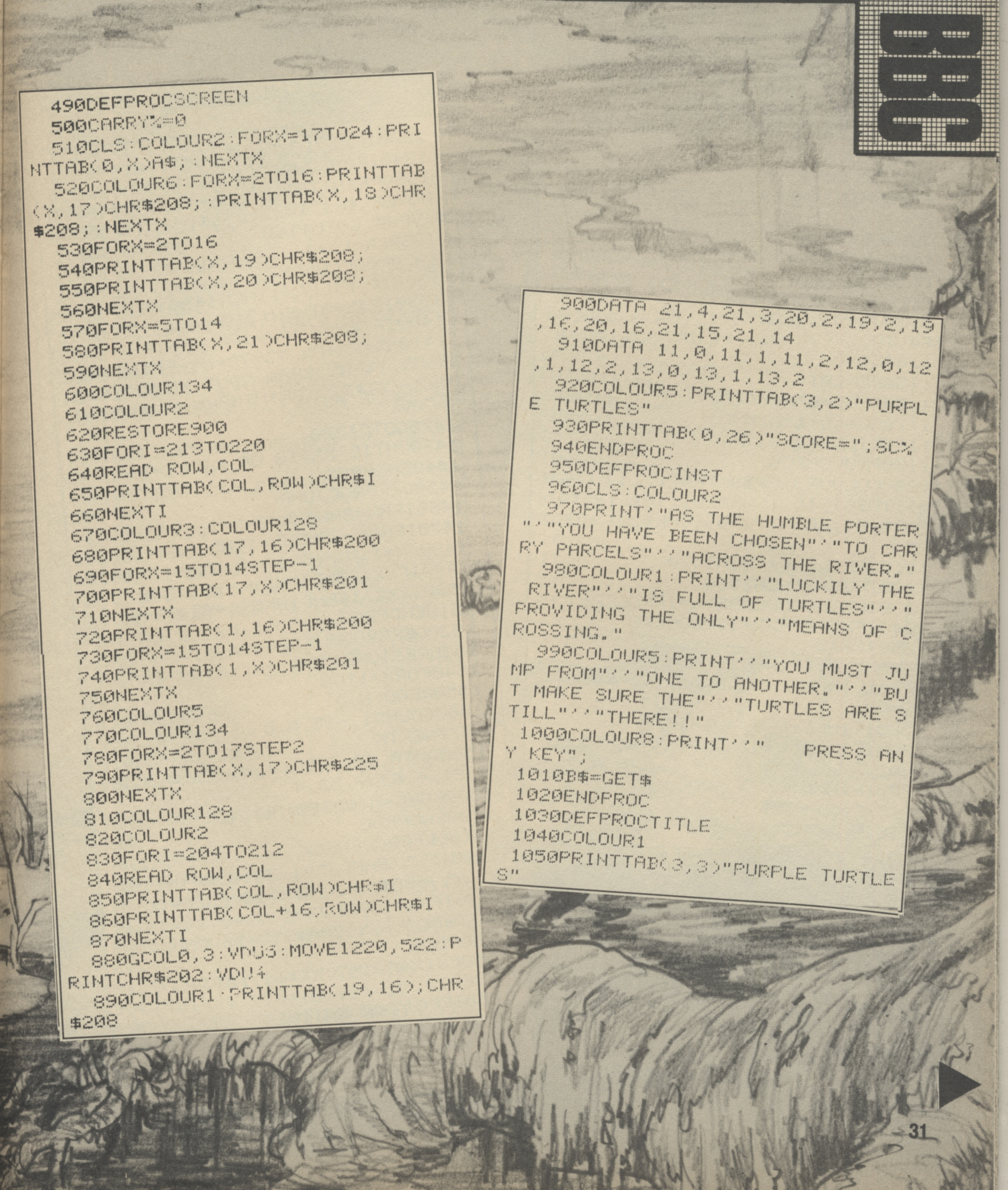


PURPLE TURTLES

```
32,254,255,255
  290VDU23,216,0,128,128,192,192
,192,224,224
  300VDU23,217,0,0,1,1,3,3,7,7
  310VDU23,218,15,15,31,31,63,12
7,127,255
  320VDU23,219,1,7,15,63,255,255
,255,255
  330VDU23,220,0,0,0,0,0,3,31,12
7
  340VDU23,221,0,0,0,0,0,255,255
,255
  350VDU23,222,195,195,0,0,0,0,0
,0
  360VDU23,223,60,60,126,126,102
,102,0,0
  370VDU23,224,0,0,0,0,0,0,102,2
31
  380VDU23,225,24,60,255,126,60,
102,195,0
  390VDU23,226,0,0,128,68,40,66,
68,60
  400ENDPROC
  410DEFPROCVAR
  420SC%=0:HI%=0:KILL%=0:LIFE%=3
  430A$=STRING$(20,CHR$208)
  440B$=CHR$18+CHR$0+CHR$3+CHR$2
02+CHR$8+CHR$18+CHR$0+CHR$5+CHR$
203+CHR$8+CHR$18+CHR$0+CHR$4+CHR
$221
  450C$=CHR$18+CHR$0+CHR$4+CHR$2
22+CHR$8+CHR$18+CHR$0+CHR$1+CHR$
223+CHR$8+CHR$18+CHR$0+CHR$2+CHR
$224
  460MAN$=B$+CHR$10+CHR$8+C$
  470SPA$=CHR$32+CHR$10+CHR$8+CH
R$32
  480ENDPROC
```

BY DAVID DOBBY

BBC

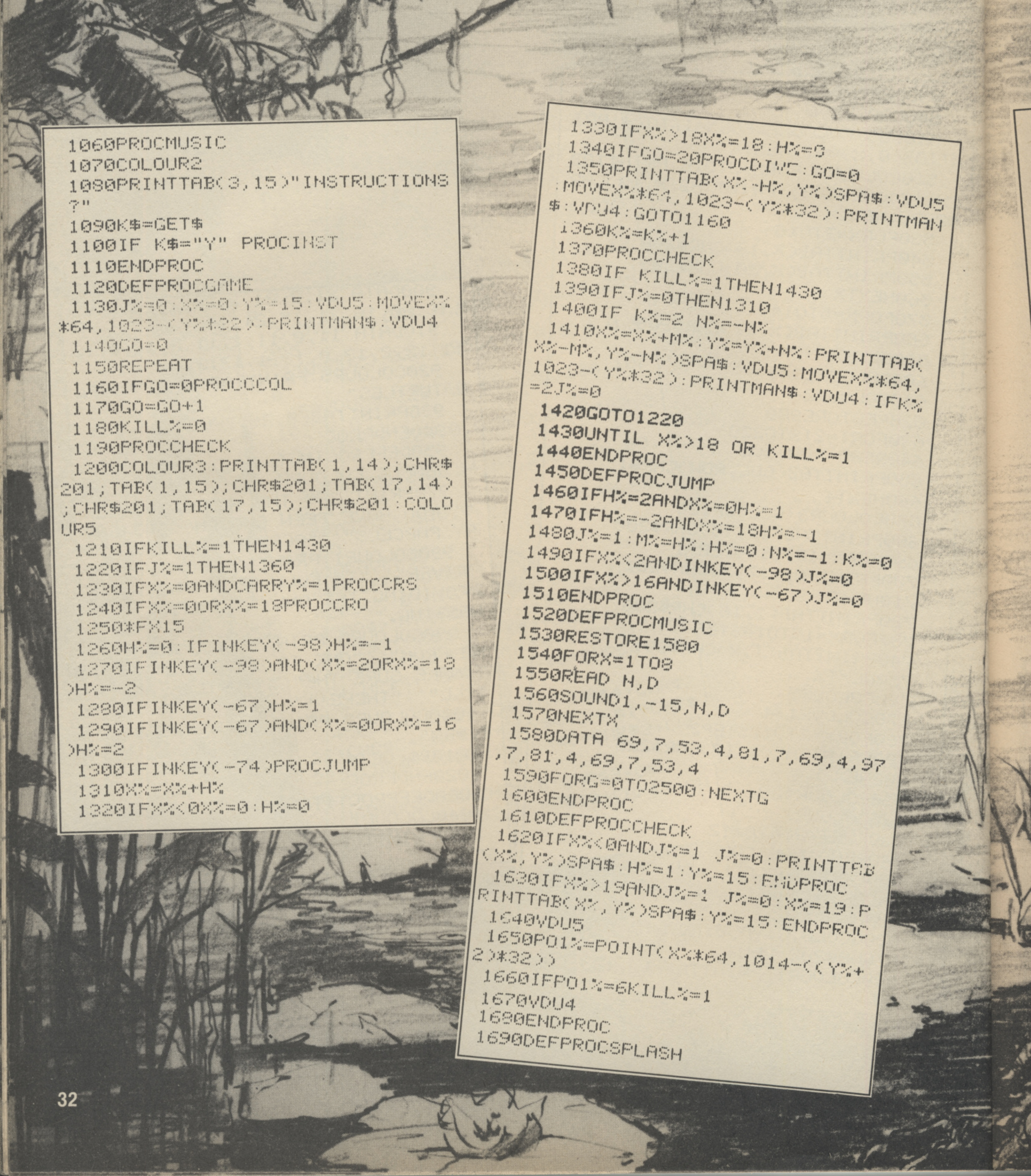


```
  490DEFPROCSCREEN
  500CARRY%=0
  510CLS:COLOUR2:FORX=17TO24:PRI
NTTAB(0,X)A$;:NEXTX
  520COLOUR6:FORX=2TO16:PRINTTAB
(X,17)CHR$208;:PRINTTAB(X,18)CHR
$208;:NEXTX
  530FORX=2TO16
  540PRINTTAB(X,19)CHR$208;
  550PRINTTAB(X,20)CHR$208;
  560NEXTX
  570FORX=5TO14
  580PRINTTAB(X,21)CHR$208;
  590NEXTX
  600COLOUR134
  610COLOUR2
  620RESTORE900
  630FORI=213TO220
  640READ ROW,COL
  650PRINTTAB(COL,ROW)CHR$I
  660NEXTI
  670COLOUR3:COLOUR128
  680PRINTTAB(17,16)CHR$200
  690FORX=15TO14STEP-1
  700PRINTTAB(17,X)CHR$201
  710NEXTX
  720PRINTTAB(1,16)CHR$200
  730FORX=15TO14STEP-1
  740PRINTTAB(1,X)CHR$201
  750NEXTX
  760COLOUR5
  770COLOUR134
  780FORX=2TO17STEP2
  790PRINTTAB(X,17)CHR$225
  800NEXTX
  810COLOUR128
  820COLOUR2
  830FORI=204TO212
  840READ ROW,COL
  850PRINTTAB(COL,ROW)CHR$I
  860PRINTTAB(COL+16,ROW)CHR$I
  870NEXTI
  880GCOL0,3:VDU5:MOVE1220,522:P
RINTCHR$202:VDU4
  890COLOUR1:PRINTTAB(19,16);CHR
$208
```

```
  900DATA 21,4,21,3,20,2,19,2,19
,16,20,16,21,15,21,14
  910DATA 11,0,11,1,11,2,12,0,12
,1,12,2,13,0,13,1,13,2
  920COLOUR5:PRINTTAB(3,2)"PURPL
E TURTLES"
  930PRINTTAB(0,26)"SCORE=";SC%
  940ENDPROC
  950DEFPROCINST
  960CLS:COLOUR2
  970PRINT'"AS THE HUMBLE PORTER
"'"YOU HAVE BEEN CHOSEN"'"TO CAR
RY PARCELS"''"ACROSS THE RIVER."
  980COLOUR1:PRINT''"LUCKILY THE
 RIVER"''"IS FULL OF TURTLES"''"
PROVIDING THE ONLY"''"MEANS OF C
ROSSING."
  990COLOUR5:PRINT''"YOU MUST JU
MP FROM"''"ONE TO ANOTHER."''"BU
T MAKE SURE THE"''"TURTLES ARE S
TILL"''"THERE!!"
 1000COLOUR8:PRINT''"    PRESS AN
Y KEY";
 1010B$=GET$
 1020ENDPROC
 1030DEFPROCTITLE
 1040COLOUR1
 1050PRINTTAB(3,3)"PURPLE TURTLE
S"
```

▶

PURPLE TURTLES

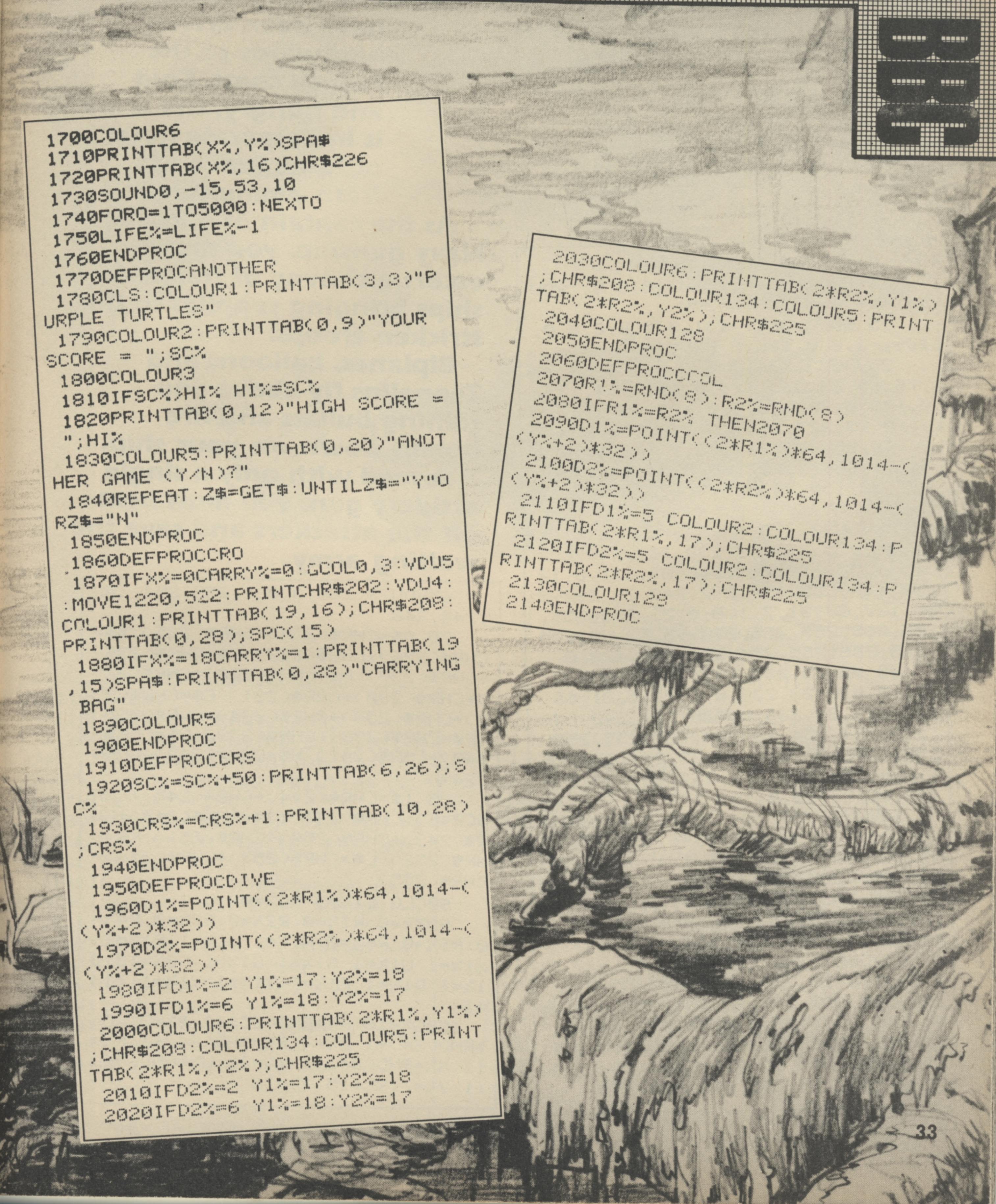


```
 1060PROCMUSIC
 1070COLOUR2
 1080PRINTTAB(3,15)"INSTRUCTIONS
?"
 1090K$=GET$
 1100IF K$="Y" PROCINST
 1110ENDPROC
 1120DEFPROCGAME
 1130J%=0:X%=0:Y%=15:VDU5:MOVEX%
*64,1023-(Y%*32):PRINTMAN$:VDU4
 1140GO=0
 1150REPEAT
 1160IFGO=0PROCCCOL
 1170GO=GO+1
 1180KILL%=0
 1190PROCCHECK
 1200COLOUR3:PRINTTAB(1,14);CHR$
201;TAB(1,15);CHR$201;TAB(17,14)
;CHR$201;TAB(17,15);CHR$201:COLO
UR5
 1210IFKILL%=1THEN1430
 1220IFJ%=1THEN1360
 1230IFX%=0ANDCARRY%=1PROCCRS
 1240IFX%=0ORX%=18PROCCRO
 1250*FX15
 1260H%=0:IFINKEY(-98)H%=-1
 1270IFINKEY(-98)AND(X%=2ORX%=18
)H%=-2
 1280IFINKEY(-67)H%=1
 1290IFINKEY(-67)AND(X%=0ORX%=16
)H%=2
 1300IFINKEY(-74)PROCJUMP
 1310X%=X%+H%
 1320IFX%<0X%=0:H%=0
```

```
 1330IFX%>18X%=18:H%=0
 1340IFGO=20PROCDIVC:GO=0
 1350PRINTTAB(X%-H%,Y%)SPA$:VDU5
:MOVEX%*64,1023-(Y%*32):PRINTMAN
$:VDU4:GOTO1160
 1360K%=K%+1
 1370PROCCHECK
 1380IF KILL%=1THEN1430
 1390IFJ%=0THEN1310
 1400IF K%=2 N%=-N%
 1410X%=X%+M%:Y%=Y%+N%:PRINTTAB(
X%-M%,Y%-N%)SPA$:VDU5:MOVEX%*64,
1023-(Y%*32):PRINTMAN$:VDU4:IFK%
=2J%=0
 1420GOTO1220
 1430UNTIL X%>18 OR KILL%=1
 1440ENDPROC
 1450DEFPROCJUMP
 1460IFH%=2ANDX%=0H%=1
 1470IFH%=-2ANDX%=18H%=-1
 1480J%=1:M%=H%:H%=0:N%=-1:K%=0
 1490IFX%<2ANDINKEY(-98)J%=0
 1500IFX%>16ANDINKEY(-67)J%=0
 1510ENDPROC
 1520DEFPROCMUSIC
 1530RESTORE1580
 1540FORX=1TO8
 1550READ N,D
 1560SOUND1,-15,N,D
 1570NEXTX
 1580DATA 69,7,53,4,81,7,69,4,97
,7,81,4,69,7,53,4
 1590FORG=0TO2500:NEXTG
 1600ENDPROC
 1610DEFPROCCHECK
 1620IFX%<0ANDJ%=1 J%=0:PRINTTAB
(X%,Y%)SPA$:H%=1:Y%=15:ENDPROC
 1630IFX%>19ANDJ%=1 J%=0:X%=19:P
RINTTAB(X%,Y%)SPA$:Y%=15:ENDPROC
 1640VDU5
 1650PO1%=POINT(X%*64,1014-((Y%+
2)*32))
 1660IFPO1%=6KILL%=1
 1670VDU4
 1680ENDPROC
 1690DEFPROCSPLASH
```

BY DAVID DOBBY

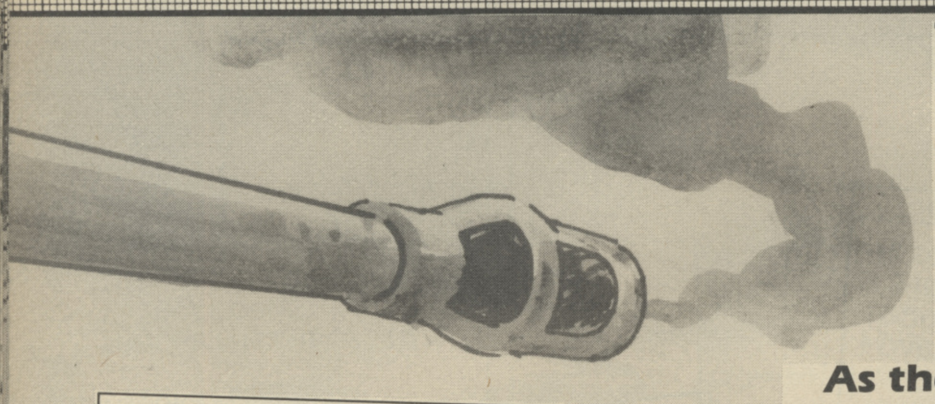
BBC



```
 1700COLOUR6
 1710PRINTTAB(X%,Y%)SPA$
 1720PRINTTAB(X%,16)CHR$226
 1730SOUND0,-15,53,10
 1740FORO=1TO5000:NEXTO
 1750LIFE%=LIFE%-1
 1760ENDPROC
 1770DEFPROCANOTHER
 1780CLS:COLOUR1:PRINTTAB(3,3)"P
URPLE TURTLES"
 1790COLOUR2:PRINTTAB(0,9)"YOUR
SCORE = ";SC%
 1800COLOUR3
 1810IFSC%>HI% HI%=SC%
 1820PRINTTAB(0,12)"HIGH SCORE =
 ";HI%
 1830COLOUR5:PRINTTAB(0,20)"ANOT
HER GAME (Y/N)?"
 1840REPEAT:Z$=GET$:UNTILZ$="Y"O
RZ$="N"
 1850ENDPROC
 1860DEFPROCCRO
 1870IFX%=0CARRY%=0:GCOL0,3:VDU5
:MOVE1220,522:PRINTCHR$202:VDU4:
COLOUR1:PRINTTAB(19,16);CHR$208:
PRINTTAB(0,28);SPC(15)
 1880IFX%=18CARRY%=1:PRINTTAB(19
,15)SPA$:PRINTTAB(0,28)"CARRYING
 BAG"
 1890COLOUR5
 1900ENDPROC
 1910DEFPROCCRS
 1920SC%=SC%+50:PRINTTAB(6,26);S
C%
 1930CRS%=CRS%+1:PRINTTAB(10,28)
;CRS%
 1940ENDPROC
 1950DEFPROCDIVE
 1960D1%=POINT((2*R1%)*64,1014-(
(Y%+2)*32))
 1970D2%=POINT((2*R2%)*64,1014-(
(Y%+2)*32))
 1980IFD1%=2 Y1%=17:Y2%=18
 1990IFD1%=6 Y1%=18:Y2%=17
 2000COLOUR6:PRINTTAB(2*R1%,Y1%)
;CHR$208:COLOUR134:COLOUR5:PRINT
TAB(2*R1%,Y2%);CHR$225
 2010IFD2%=2 Y1%=17:Y2%=18
 2020IFD2%=6 Y1%=18:Y2%=17
```

```
 2030COLOUR6:PRINTTAB(2*R2%,Y1%)
;CHR$208:COLOUR134:COLOUR5:PRINT
TAB(2*R2%,Y2%);CHR$225
 2040COLOUR128
 2050ENDPROC
 2060DEFPROCCCOL
 2070R1%=RND(8):R2%=RND(8)
 2080IFR1%=R2% THEN2070
 2090D1%=POINT((2*R1%)*64,1014-(
(Y%+2)*32))
 2100D2%=POINT((2*R2%)*64,1014-(
(Y%+2)*32))
 2110IFD1%=5 COLOUR2:COLOUR134:P
RINTTAB(2*R1%,17);CHR$225
 2120IFD2%=5 COLOUR2:COLOUR134:P
RINTTAB(2*R2%,17);CHR$225
 2130COLOUR129
 2140ENDPROC
```

WORLD WAR 1



The Allied forces have been driven backwards to the French coast. Cold and hungry, the army is in desperate need of food, fuel and fresh ammunitions.

As the captain of a Royal Navy gunship, you must escort a convoy of freighter ships bringing supplies to the stricken troops.

Biplanes, balloons and Zeppelins fly above you raining bullets and fire bombs down on your ship.

Armed with only a single artillery gun, you must beat off the attackers and save the waiting army.

```
    5 *KEY10 OLD|M RUN|M
   10MODE1:VDU23;8202;0;0;0;:VDU
19,0,4,0,0,0:HI%=300
   15 ENVELOPE1,131,0,0,0,0,0,0,
126,-3,0,0,126,0:PROCIN
   20VDU23,224,255,8,31,63,63,30
,76,63,23,225,128,0,197,254,133,
0,128,0,23,226,1,0,163,127,162,0
,1,0,23,227,255,16,248,252,252,1
20,50,252,23,236,72,1,148,1,19,1
34,16,66,23,237,65,8,34,144,192,
137,32,130,23,228,0,1,7,31,63,12
7,255,255
   30VDU23,229,63,255,255,255,25
5,255,255,255,23,230,128,240,252
,254,255,255,255,255,23,231,0,12
,62,127,255,254,252,248,23,232,2
55,127,63,31,7,1,0,0,23,233,255,
255,255,255,255,255,63,63,23,234
,255,255,255,254,252,240,128,0
   40 VDU23,235,252,254,255,127,
62,12,0,0,23,238,0,1,7,15,31,63,
127,127,23,239,0,128,224,240,248
,252,254,254,23,240,127,255,255,
255,127,127,127,63,23,241,254,25
5,255,255,254,254,254,252,23,242
,31,15,7,1,0,0,1,1
   50VDU23,243,248,240,224,128,0
,0,128,128,23,244,0,48,124,254,2
55,127,63,31,23,245,1,15,63,127,
255,255,255,255,23,246,252,255,2
55,255,255,255,255,255,23,247,0,
128,224,248,252,254,255,255,23,2
48,63,127,255,254,124,48,0,0
   60VDU23,249,255,255,255,127,6
3,15,1,0,23,250,255,255,255,255,
255,255,252,252,23,251,255,254,2
52,248,224,128,0,0,23,252,24,60,
126,126,126,126,60,24,23,253,0,0
,128,255,127,63,31,15,23,254,126
,126,255,255,255,255,255,255
```

```
   65VDU23,255,0,0,1,255,254,252
,248,240
   70 A$=CHR$(224)+CHR$(225):B$=
CHR$(226)+CHR$(227):C$=CHR$(236)
+CHR$(237):D$=CHR$(228)+CHR$(229
)+CHR$(230)+CHR$(231):E$=CHR$(23
2)+CHR$(233)+CHR$(234)+CHR$(235)
:F$=CHR$(238)+CHR$(239):G$=CHR$(
240)+CHR$(241):H$=CHR$(242)+CHR$
(243)
   75 I$=CHR$(244)+CHR$(245)+CHR
$(246)+CHR$(247):J$=CHR$(248)+CH
R$(249)+CHR$(250)+CHR$(251):K$=C
HR$(252):L$=CHR$(253)+CHR$(254)+
CHR$(255)
   80CLG:LI%=3:SC%=0
   90Z%=0:R1%=0:R2%=0:R3%=0:R4%=
0:R5%=0:R6%=0:A1%=1:C1%=1:E1%=1:
X1%=1:U1%=1:S1%=1:G1%=1:G2%=10:B
1%=1:D1%=1:F1%=1:Y1%=1:V1%=1:T1%
=1
  100G%=10:A%=RND(25)+1:B%=21:C%
=RND(34)+1:D%=4:E%=RND(34)+1:F%=
11:X%=RND(34)+1:Y%=23:U%=RND(34)
+1:V%=7:S%=15:T%=16
```

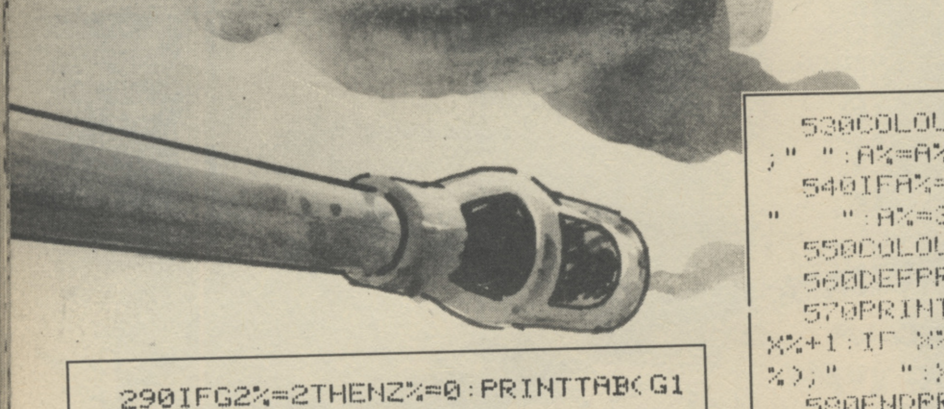
BY ADAM MASTROMARINO

BBC

```
  110REPEAT
  115MOVE0,95:DRAW1280,95
  120COLOUR1:PRINTTAB(2,1);"LIVE
S=";LI%:COLOUR3:PRINTTAB(13,1);"
SCORE=";SC%:COLOUR2:PRINTTAB(26,
1);"HI-SCORE=";HI%
  130PROCGUNM:PROCZLM:PROCZRM:PR
OCBILM:PROCBIRM:PROCBLM:PROCBRM:
PROCA:PROCB
  140IF INKEY(-1)ANDZ%=0AND G%>1
THENG1%=G%:G2%=27:Z%=1:SOUND3,-1
5,7,1
  150IFRND(5)=3AND R1%=0ANDD%=4T
HEN C1%=C%:D1%=D%:R1%=1
  160IFRND(5)=3AND R2%=0ANDV%=7T
HEN U1%=U%:V1%=V%:R2%=1
  170IFRND(5)=3AND R3%=0ANDF%=11
THEN E1%=E%:F1%=F%:R3%=1
  180IFRND(5)=3AND R4%=0ANDT%=16
THEN S1%=S%:T1%=T%:R4%=1

  190IFRND(5)=3AND R5%=0ANDY%=23
THEN X1%=X%:Y1%=Y%:R5%=1
```

```
  200IFRND(5)=3AND R6%=0ANDB%=21
THEN A1%=A%:B1%=B%:R6%=1
  210IFZ%=1THENPROCFIRE
  220COLOUR1
  230IFR1%=1THENPRINTTAB(C1%,D1%
);" ":D1%=D1%+1:PRINTTAB(C1%,D1%
);K$
  240IFR2%=1THENPRINTTAB(U1%,V1%
);" ":V1%=V1%+2:PRINTTAB(U1%,V1%
);K$
  250IFR3%=1THENPRINTTAB(E1%,F1%
);" ":F1%=F1%+2:PRINTTAB(E1%,F1%
);K$
  260IFR4%=1THENPRINTTAB(S1%,T1%
);" ":T1%=T1%+1:PRINTTAB(S1%,T1%
);K$
  270IFR5%=1THENPRINTTAB(X1%,Y1%
);".":Y1%=Y1%+2:PRINTTAB(X1%,Y1%
);K$
  280IFR6%=1THENPRINTTAB(A1%,B1%
);" ":B1%=B1%+1:PRINTTAB(A1%,B1%
);K$
```

WORLD WAR 1

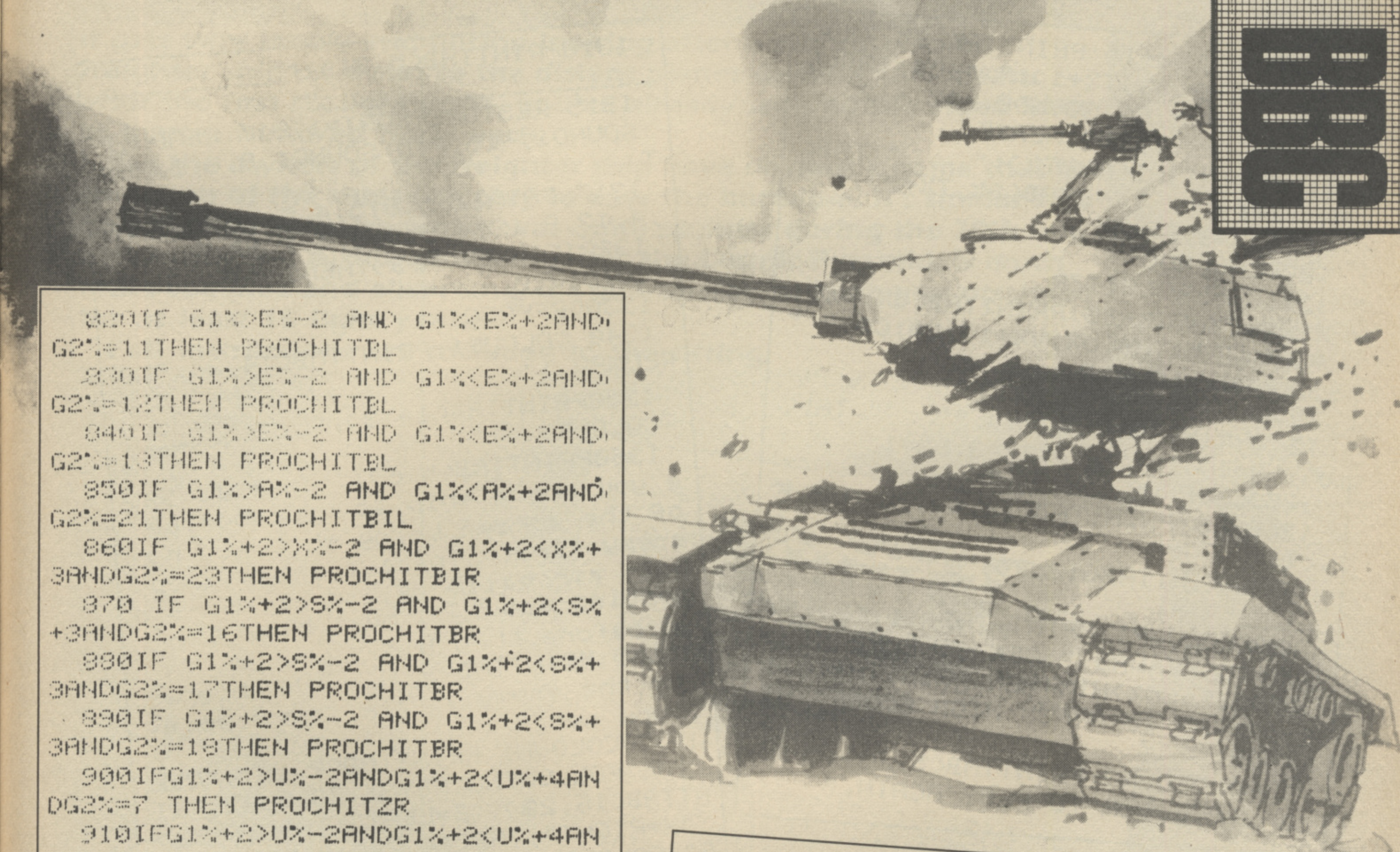


```
  290IFG2%=2THENZ%=0:PRINTTAB(G1
%+2,G2%);" "
  300IFD1%=29THEN R1%=0:PRINTTAB
(C1%,D1%);" "
  310IFV1%=29THEN R2%=0:PRINTTAB
(U1%,V1%);" "
  320IFF1%=29THEN R3%=0:PRINTTAB
(E1%,F1%);" "
  330IFT1%=29THEN R4%=0:PRINTTAB
(S1%,T1%);" "
  340IFY1%=29THEN R5%=0:PRINTTAB
(X1%,Y1%);" "
  350IFB1%=29THEN R6%=0:PRINTTAB
(A1%,B1%);" "
  360UNTIL0
  370DEFPROCGUNM
  380PRINTTAB(G%,28);" ";L$;" "

  390IFG%=34THEN PRINTTAB(G%,28)
;"      ":G%=1
  400IFG%=0THENPRINTTAB(G%,28);"
     ":G%=34
  410IFINKEY(-98)THENG%=G%-1
  415IFINKEY(-67)THENG%=G%+1
  420ENDPROC
  430DEFPROCZLM
  440COLOUR1:PRINTTAB(C%,D%);D$;
" ";TAB(C%,D%+1);E$;" ":C%=C%-1
  450IFC%=0THEN PRINTTAB(C%,D%);
" .    ";TAB(C%,D%+1);"      ":C%=
36
  460 COLOUR3:ENDPROC
  470DEFPROCZRM
  480VDU19,3,2,0,0,0
  490PRINTTAB(U%,V%);" ";I$;TAB(
U%,V%+1);" ";J$:U%=U%+1
  500IFU%=36THEN PRINTTAB(U%,V%)
;"     ";TAB(U%,V%+1);"      ":U%
=0
  510 COLOUR2:ENDPROC
  520DEFPROCBILM
```

```
  530COLOUR3:PRINT TAB(A%,B%);A$
;" ":A%=A%-1
  540IFA%=1THEN PRINTTAB(A%,B%);
"    ":A%=36
  550COLOUR2:ENDPROC
  560DEFPROCBIRM
  570PRINT TAB(X%,Y%);" ";B$:X%=
X%+1:IF X%=36 THEN PRINTTAB(X%,Y
%);"    ":X%=0
  580ENDPROC
  590DEFPROCBLM
  600PRINT TAB(E%,F%);F$;" ";TAB
(E%,F%+1);G$;" ";TAB(E%,F%+2);H$
;" ":E%=E%-1
  610IFE%=0THENPRINTTAB(E%,F%);"
    ";TAB(E%,F%+1);"     ";TAB(E%
,F%+2);"    ":E%=36
  620ENDPROC
  630DEFPROCBRM
  640COLOUR1:PRINTTAB(S%,T%);" "
;F$;TAB(S%,T%+1);" ";G$;TAB(S%,T
%+2);" ";H$:S%=S%+1
  650IFS%=36THENPRINTTAB(S%,T%);
"    .";TAB(S%,T%+1);"      ";TAB(S
%,T%+2);"      ":S%=0
  660 COLOUR3:ENDPROC
  670DEFPROCFIRE
  680COLOUR3:PRINTTAB(G1%+2,G2%)
;" ":G2%=G2%-1
  690PRINTTAB(G1%+2,G2%);K$:COLO
UR2
  700ENDPROC
  710DEFPROCB
  720IF A1%>G% AND A1%<G%+4 AND
B1%=27 ANDR6%=1 THEN GOTO 930
  730IF C1%>G% AND C1%<G%+4 AND
D1%=27 AND R1%=1 THEN GOTO930
  740IF E1%>G% AND E1%<G%+4 AND
F1%=27 AND R3%=1 THEN GOTO930
  750IF X1%>G% AND X1%<G%+4 AND
Y1%=27 AND R5%=1 THEN GOTO930
  760IF U1%>G% AND U1%<G%+4 AND
V1%=27 AND R2%=1 THEN GOTO930
  770IF S1%>G% AND S1%<G%+4 AND
T1%=27 AND R4%=1 THEN GOTO930
  780ENDPROC
  790DEFPROCA
  795COLOUR2
  800IFG1%>C%-2ANDG1%<C%+4ANDG2%
=5 THEN PROCHITZL
  810IFG1%>C%-2ANDG1%<C%+4ANDG2%
=4 THEN PROCHITZL
```

BY ADAM MASTROMARINO

BBC



```
  820IF G1%>E%-2 AND G1%<E%+2AND
G2%=11THEN PROCHITBL
  830IF G1%>E%-2 AND G1%<E%+2AND
G2%=12THEN PROCHITBL
  840IF G1%>E%-2 AND G1%<E%+2AND
G2%=13THEN PROCHITBL
  850IF G1%>A%-2 AND G1%<A%+2AND
G2%=21THEN PROCHITBIL
  860IF G1%+2>X%-2 AND G1%+2<X%+
3ANDG2%=23THEN PROCHITBIR
  870 IF G1%+2>S%-2 AND G1%+2<S%
+3ANDG2%=16THEN PROCHITBR
  880IF G1%+2>S%-2 AND G1%+2<S%+
3ANDG2%=17THEN PROCHITBR
  890IF G1%+2>S%-2 AND G1%+2<S%+
3ANDG2%=18THEN PROCHITBR
  900IFG1%+2>U%-2ANDG1%+2<U%+4AN
DG2%=7 THEN PROCHITZR
  910IFG1%+2>U%-2ANDG1%+2<U%+4AN
DG2%=8 THEN PROCHITZR
  920ENDPROC
  930SOUND0,1,6,100:PRINT TAB(G%
-1,28);C$;C$;C$;TAB(G%,27);"
";TAB(G%-1,26);"      "
  940LI%=LI%-1
  950FORF=1TO200:NEXT:PRINT TAB(
G%-1,28);"         ":FORT=1TO3000:
NEXTT:IFLI%=0THENGOTO1260
  955CLG:GOTO90
  960DEFPROCHITZL

  970SC%=SC%+50:PRINT TAB(C%,D%)
;" ";C$;C$;" ";TAB(C%,D%+1);" ";
C$;C$;" ":SOUND0,-15,4,2
  980FORF=1TO100:NEXTF
  990PRINT TAB(C%,D%);"      ";TA
B(C%,D%+1);"      ":C%=36:G2%=3
 1000ENDPROC
 1010DEFPROCHITBL
```

```
 1020SC%=SC%+20:PRINTTAB(E%,F%);
" ";C$;" ";TAB(E%,F%+1);" ";C$;"
 ";TAB(E%,F%+2);" ";C$;" ":SOUND
0,-15,4,2
 1030FORF=1TO100:NEXTF
 1040PRINT TAB(E%,F%);"      ";TA
B(E%,F%+1);"      ";TAB(E%,F%+2);
"      ":E%=36:G2%=3
 1050ENDPROC
 1060DEFPROCHITBIL
 1070SC%=SC%+10:PRINTTAB(A%,B%);
" ";C$:SOUND0,-15,4,2
 1080FORF=1TO100:NEXTF
 1090PRINTTAB(A%,B%);"         ":A%=
36:G2%=3
 1100ENDPROC
 1110DEFPROCHITBIR
 1120SC%=SC%+5:PRINTTAB(X%,Y%);"
";C$:SOUND0,-15,4,2
 1130FORF=1TO100:NEXTF
 1140PRINTTAB(X%,Y%);"        ":X%=1
:G2%=3
 1150ENDPROC
 1160DEFPROCHITBR
```

WORLD WAR 1

```
 1170SC%=SC%+15:PRINTTAB(S%,T%);
" ";C$;TAB(S%,T%+1);" ";C$;TAB(S
%,T%+2);" ";C$.SOUND0,-15,4,2
 1180FORF=1TO100:NEXTF
 1190PRINTTAB(S%,T%);"     ";TAB(
S%.T%+1);"     ";TAB(S%,T%+2);"
  ":G2%=3:S%=1
 1200ENDPROC
 1210DEFPROCHITZR
 1220SC%=SC%+25:PRINTTAB(U%,V%);
C$;C$;" ";TAB(U%,V%+1);C$;C$;" "
:SOUND0,-15,4,2
 1230FORF=1TO100:NEXTF
 1240PRINTTAB(U%,V%);"     ";TAB(
U%,V%+1);"     ":G2%=3:U%=1,
 1250ENDPROC
 1260CLS:PRINTTAB(12,6);"G A M E
  O V E R"
 1270PRINTTAB(12,7);"------------
-----"
 1280COLOUR1:PRINT TAB(11,12);"Y
OUR SCORE WAS ";SC%:COLOUR2
 1290IF SC%>HI%THEN PRINTTAB(8,1
5);"THAT IS A NEW HIGH SCORE":HI
%=SC%
 1300COLOUR3:PRINTTAB(5,20);"PRE
SS SPACE BAR TO PLAY AGAIN."
```

```
 1310PRINTTAB(5,21);"-----------
-------------------"
 1315 RESTORE:FORT=1TO11:READD,P
:SOUND1,-15,P,D:SOUND1,0,0,1:NEX
T
 1317 DATA12,5,8,5,4,5,12,5,8,17
,4,13,8,13,4,5,8,5,4,1,12,5
 1320IFINKEY(-99)THENGOTO80 ELSE
GOTO1320
 1330DEFPROCIN
 1340 COLOUR1:PRINTTAB(14,2);"WO
RLDWAR 1"
 1350PRINTTAB(14,3);"----------"
:COLOUR3
 1360PRINTTAB(8,6);" In this gam
e you are a ship at  the bottom
of the screen being shot at  by
enemy fire.  There are biplanes,
hot  air balloons and airships s
hooting and  you must blow them
up before they blow  you up."
 1365 PRINTTAB(9,12);"The higher
up the enemy is the  more point
s you get."
 1370COLOUR1:PRINTTAB(8,16);"USE
 THE FOLLOWING KEYS":COLOUR2:PRI
NTTAB(16,20);"Z=LEFT";TAB(16,22)
;"X=RIGHT";TAB(14,24);"SHIFT=FIR
E":COLOUR1
 1380PRINTTAB(7,29);"PRESS SPACE
 BAR TO START"
 1390PRINTTAB(7,30);"-----------
-------------"
 1400IFINKEY(-99)THEN ENDPROC EL
SE GOTO 1510
 1510 IF INKEY(-99)THEN ENDPROC
ELSE GOTO 1510
```

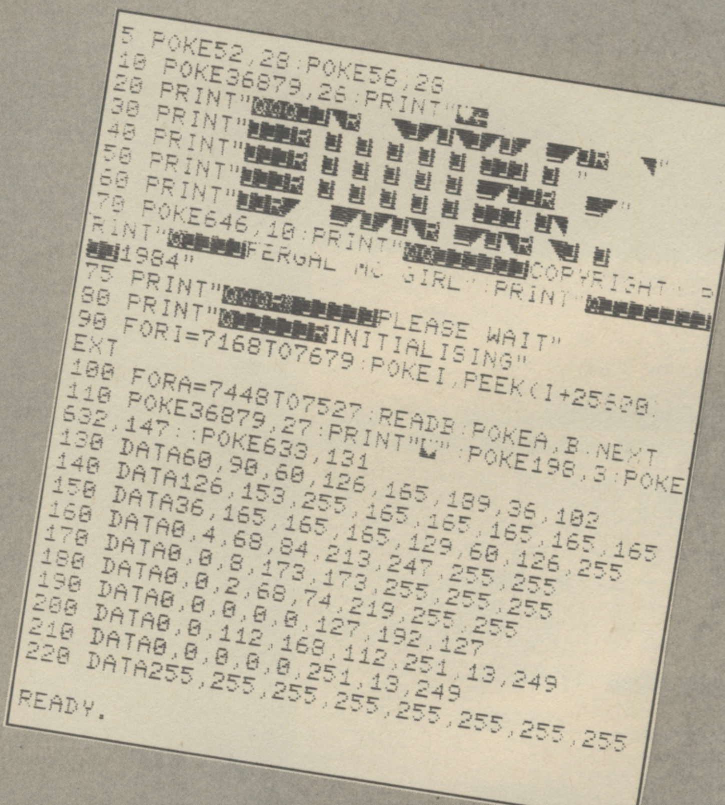
COSMIC PYRAMID PART 1

SPECTRUM

It gets very lonely and boring looking after a self automated freighter ship on a run to the distant planet Gamma L6. I mean, after the first six light years, you've already seen all the video films at least a hundred times each.

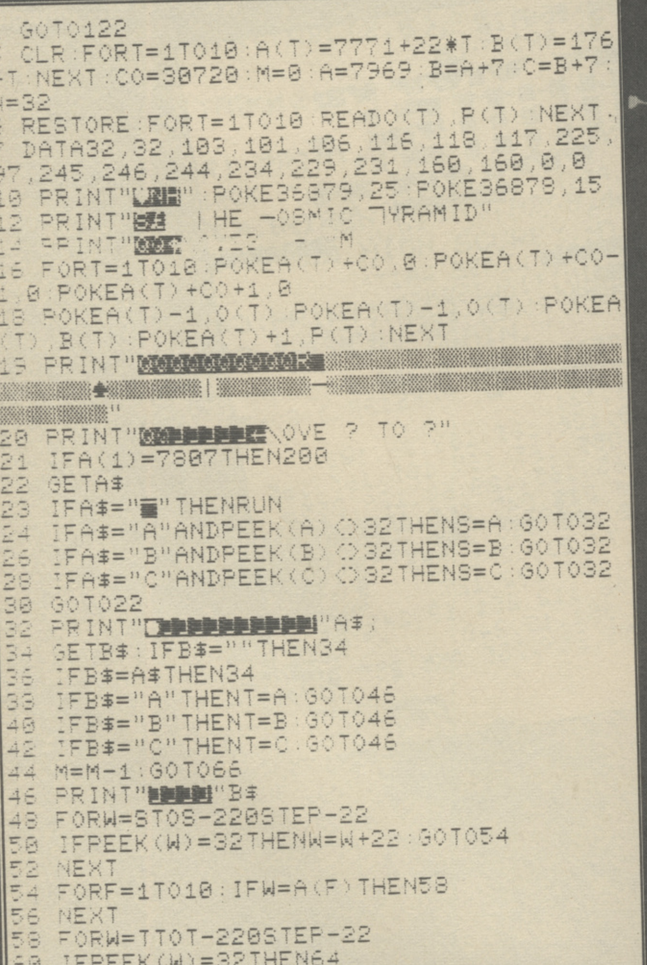
But the owners of the freighter ship have devised a game that the crewmen of the ships can play to ease the boredom. It's similar to a game called Solitaire which was quite popular during the 20th and 21st centuries. Although their game, the Cosmic Pyramid, is much more complex and absorbing, it's guaranteed to keep you occupied for at least 15 light years!!

Full instructions are included in the listing.



```
5 POKE52,28:POKE56,28
10 POKE36879,26:PRINT"
20 PRINT"
30 PRINT"
40 PRINT"                                    "
50 PRINT"                                    "
60 PRINT"                                    "
70 POKE646,10:PRINT"COPYRIGHT P
RINT"FERGAL MC GIRL":PRINT"
1984"
75 PRINT"PLEASE WAIT"
80 PRINT"INITIALISING"
90 FORI=7168T07679:POKEI,PEEK(I+25600)
EXT
100 FORA=7448T07527:READB:POKEA,B:NEXT
110 POKE36879,27:PRINT"":POKE198,3:POKE
632,147::POKE633,131
130 DATA60,90,60,126,165,189,36,102
140 DATA126,153,255,165,165,165,165,165
150 DATA36,165,165,165,129,60,126,255
160 DATA0,4,68,84,213,247,255,255
170 DATA0,0,8,173,173,255,255,255
180 DATA0,0,2,68,74,219,255,255
190 DATA0,0,0,0,0,127,192,127
200 DATA0,0,112,168,112,251,13,249
210 DATA0,0,0,0,0,251,13,249
220 DATA255,255,255,255,255,255,255,255
READY.
```

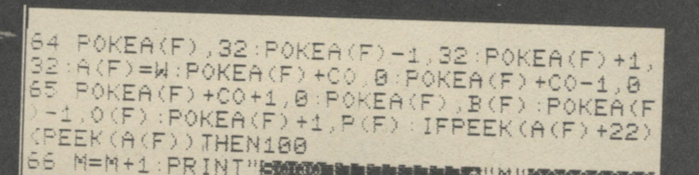
COSMIC PYRAMID PART 2



```
1 GOTO122
5 CLR:FORT=1TO10:A(T)=7771+22*T:B(T)=176
+T:NEXT:CO=30720:M=0:A=7969:B=A+7:C=B+7:
N=32
6 RESTORE:FORT=1TO10:READO(T),P(T):NEXT:
7 DATA32,32,103,101,106,116,118,117,225,
97,245,246,244,234,229,231,160,160,0,0
10 PRINT"███":POKE36879,25:POKE36879,15
12 PRINT"██ |HE -OSMIC ¬YRAMID"
14 PRINT"███ /I3  -  M
16 FORT=1TO10:POKEA(T)+CO,0:POKEA(T)+CO-
1,0:POKEA(T)+CO+1,0
18 POKEA(T)-1,O(T):POKEA(T)-1,O(T):POKEA
(T),B(T):POKEA(T)+1,P(T):NEXT
19 PRINT"████████████▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒
▒▒▒▒▒▒▒▒▒♠▒▒▒▒▒▒▒▒▒|▒▒▒▒▒▒▒▒▒—▒▒▒▒▒▒▒▒▒▒
▒▒▒▒▒▒▒▒▒"
20 PRINT"████████\OVE ? TO ?"
21 IFA(1)=7807THEN200
22 GETA$
23 IFA$="█"THENRUN
24 IFA$="A"ANDPEEK(A)<>32THENS=A:GOTO32
26 IFA$="B"ANDPEEK(B)<>32THENS=B:GOTO32
28 IFA$="C"ANDPEEK(C)<>32THENS=C:GOTO32
30 GOTO22
32 PRINT"████████████"A$;
34 GETB$:IFB$=""THEN34
36 IFB$=A$THEN34
38 IFB$="A"THENT=A:GOTO46
40 IFB$="B"THENT=B:GOTO46
42 IFB$="C"THENT=C:GOTO46
44 M=M-1:GOTO66
46 PRINT"████"B$
48 FORW=STOS-220STEP-22
50 IFPEEK(W)=32THENW=W+22:GOTO54
52 NEXT
54 FORF=1TO10:IFW=A(F)THEN58
56 NEXT
58 FORW=TTOT-220STEP-22
60 IFPEEK(W)=32THEN64
62 NEXT
```

BY MARK CHILDS

SPECTRUM



```
64 POKEA(F),32:POKEA(F)-1,32:POKEA(F)+1,
32:A(F)=W:POKEA(F)+CO,0:POKEA(F)+CO-1,0
65 POKEA(F)+CO+1,0:POKEA(F),B(F):POKEA(F
)-1,O(F):POKEA(F)+1,P(F):IFPEEK(A(F)+22)
<PEEK(A(F))THEN100
66 M=M+1:PRINT"█████████████"M"█████████
███":GOTO20
100 IFPEEK(A(F)+22)=230THEN66
101 FORT=A(F)TO8158STEP22
110 POKET+CO,0:POKET,B(F)
112 FORI=1TO100:NEXTI:POKET,32:NEXTT
114 POKET-22,B(F):PRINT"██FORT=1TO10
116 PRINT"███ |♠─ └╭╯ ─ ♥╭╯▔▁ !! ":FO
RI=1TO150:NEXTI
118 PRINT"███ |♠─ └╭╯ ─ ♥╭╯▔▁ !! "
120 FORI=1TO150:NEXTI,T
122 PRINT"████████| HE██─OSMIC██┐YRAMID":
POKE36879,25
124 PRINT"███████
─) ┐AUL |ILL 1983                       (
██"                                      █
126 PRINT"████████|╮| ♠ ╯▔|"
128 FORT=1TO25:GETA$:IFA$<>""THENT=0:GOT
05
130 NEXTT:K=K+1:IFK=1THENK=2
132 IFK=8THENK=0
134 POKE646,K:GOTO126
200 PRINT"██    YOU'VE DONE IT!          W
ELL DONE!"
202 POKE198,0:WAIT198,1:POKE198,0
204 RUN

READY.
```

PIPELINE

```
4 DIMT(41),D(41),E(34),R(34)
5 POKE53280,5:POKE53281,15:HS=0
10 FORT=49152TO49231:RE-DA:POKET,A:NEXT
20 SYS49152:FORT=12800T)12975:READA:POKE
T,A:NEXT:PRINTCHR$(8)
21 FORT=1TO41:READT(T):NEXT
22 FORT=1TO41:READD(T):NEXT
23 FORT=1TO10:READQ(T):NEXT
24 FORT=1TO10:READW(T):NEXT
25 FORT=1TO34:READE(T):NEXT
26 FORT=1TO34:READR(T):NEXT
30 SD=54272:FORL=0TO24:POKESD+L,0:NEXT:G
OTO500
40 RK=12:OL=7:CO=54272:A=1923:A1=66:D=-4
0:O1=5:SK=100:LI=4:LV=1:RP=8:SC=0
45 SP$="█████████████████████████"
50 T$="______________________________"
51 POKE198,0:PRINT"█":FORT=1TORK
55 I=INT(40*RND(1))+(INT(17*RND(1)+5)*40
)+1024:IFPEEK(I)<>32THEN55
60 POKEI,71:POKEI+CO,9:NEXT
70 FORT=1TOOL
75 I=INT(40*RND(1))+(INT(17*RND(1)+5)*40
)+1024:IFPEEK(I)<>32THEN75
80 POKEI,72:POKEI+CO,0:NEXT
85 PRINT"██SCORE"SCTAB(14)"|"O1;TAB(22)"
PIPE"LI;TAB(31)HSTAB(37)"TOP";
86 PRINT"█ |                          _♥
      ´"
87 PRINT"\┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬
┬┬┬┬┬┬┬┐";
90 PRINT" /█
         ██";
91 PRINT"                ╮         ╮         ╮"
92 PRINTSP$"███
              ";
93 PRINTSP$"██TIME  T$ SP$ SPC(31)"LEVEL
";LV;"█";
95 IFPEEK(A+D)=71THENPOKEA+D,32
100 FORT=1TORP:POKEA,A1:POKEA+CO,0:IFPEE
K(A+D)<>32THEN250
110 GETA$:IFA$<>""THEN200
120 A=A+D:FORS=1TOSK:NEXT:NEXT:POKESD+1,
5:POKESD+4,17
130 T$=LEFT$(T$,LEN(T$)-1):IFLEN(T$)=0TH
EN650
140 PRINTSP$"TIME:"T$" █"
150 POKESD+4,16:GOTO100
200 IFA$="A"ANDD=1THENPOKEA,68:A1=66:D=-
40:GOTO240
205 IFA$="A"ANDD=-1THENPOKEA,67:A1=66:D=
-40:GOTO240
210 IFA$="Z"ANDD=1THENPOKEA,70:A1=66:D=4
0:GOTO240
215 IFA$="Z"ANDD=-1THENPOKEA,69:A1=66:D=
40:GOTO240
220 IFA$=":"ANDD=-40THENPOKEA,70:A1=65:D
=-1:GOTO240
225 IFA$=":"ANDD=40THENPOKEA,68:A1=65:D=
-1:GOTO240
230 IFA$=";"ANDD=-40THENPOKEA,69:A1=65:D
=1:GOTO240
```

```
235 IFA$=";"ANDD=40THENPOKEA,67:A1=65:D=
1:GOTO240
240 IFPEEK(A+D)=32THEN120
250 IFPEEK(A+D)=72THENO1=O1-1:GOTO300
260 IFPEEK(A+D)=71THEN400
270 IFPEEK(A+D)=73ANDD=-40THEN350
290 GOTO400
300 IFO1<0THENO1=0
305 POKESD+1,INT(40*RND(1))+40:POKESD+4,
65:POKESD+2,255
310 SC=SC+(OL-(O1+2))*2:PRINT"█SCORE"SC;
TAB(15)"     ████"O1
315 FORH=1TO25:NEXT
320 POKESD+4,0:GOTO120
350 IFO1>0THEN400
355 SC=SC+((10*LV)*LEN(T$)):PRINT"██████
█████████████████████BONUS:"LV*10"X"LEN(T$)
360 POKESD+5,0:POKESD+6,240:POKESD+24,15
370 FORT=1TO34:POKESD,E(T)AND255:POKESD+
1,E(T)/256
375 POKESD+4,17:FORDE=1TOR(T)*10:NEXT
380 POKESD+4,16:NEXT
395 OL=OL+4:O1=OL-(2*LV):RK=RK+4:SK=SK-1
0:A=1923:A1=66:LV=LV-1:RP=RP+2:GOTO50
400 LI=LI-1
410 FORH=1TO200:NEXT
420 A=1923:A1=66:O1=OL-(LV*2)
430 POKESD+5,0:POKESD+6,240:POKESD+24,15
440 FORT=1TO10:POKESD,Q(T)AND255:POKESD+
1,Q(T)/256
450 POKESD+4,17:FORD=1TOW(T)*10:NEXT
470 POKESD+4,16:NEXT:D=-40
480 IFLI=0THENPOKE198,0:GOTO500
490 GOTO50
500 IFSC>HSTHENHS=SC
501 PRINT"███    ¯♠♠_     ¯♠♠_ ¯♠♠♠ |
¯_ | ¯♠♠♠"
502 PRINT"    |  |"| |  | |     |     | ||
| |    "
503 PRINT"    |♠♠¯ | |♠♠¯ |♠♠♠ |     | ||
| |♠♠♠"
504 PRINT"    |    | |    ¯♠♠♠ ¯♠♠♠ | |¯♠
¯ ¯♠♠♠█"
510 PRINT"█  PROGRAMME AND GRAPHICS BY H
ASIT ZALA"
515 PRINT"           MUSIC BY MARK SPERRY█
█"
520 PRINTTAB(10)"HIGHEST SCORE ..."HS
525 PRINTTAB(11)"█LAST  SCORE ..."SC
530 PRINT"██  THE IDEA OF THIS GAME IS T
O CONTROL"
535 PRINT"  THE PIPE-LINE SO THAT IT SUC
K'S THE"
```

BY HASIT ZALA

COMMODORE 64

The aim of Pipeline is to guide a pipe laying machine across the barren waste of Texas in search of oil wells.

You must link up with enough oil wells — at least five — before it's worth your while joining up with a tanker ship. As usual in the oil business, you are working to a very tight deadline and you'll have to be fast if you want your oil to be on the next shipment to the refinery.

Hazards threaten your venture at every turn. And you will have to be careful not to drive your pipe-laying machine into the side of a mountain.

The game does not use joysticks. Full instructions are included in the listing.

```
540 PRINT"  OIL '■▦' AND AVOIDS THE ROC
KS '■▦' ."
545 PRINT"  AFTER COLLECTING THE REQUIRE
D AMOUNT
550 PRINT"  OF OIL YOU MUST PROCEED IN M
AKING A"
555 PRINT"  CONNECTION TO THE OIL TANKER
 ."
560 PRINT"■■  CONTROLS:"
565 PRINT"    A-UP   Z-DOWN   [-LEFT   ]
-RIGHT"
570 PRINT"■■              PRESS A KEY TO STA
RT"
580 POKESD+5,0:POKESD+6,240:POKESD+24,15
:POKESD+3,1:WV=17
581 POKESD+12,57:POKESD+13,0:POKESD+10,5
590 FORT=1TO41:POKESD,T(T)AND255:POKESD+
1,T(T)/256:GETA$:IFA$<>""THEN40
591 POKESD+7,T(T)AND255:POKESD+8,T(T)/25
6
600 POKESD+4,17:POKESD+11,33:FORD=1TOD(T
)*6:NEXT
610 POKESD+4,'16:POKESD+11,32:NEXT:GOTO59
0
650 PRINTSP$"TIME:"T$" ▦"
660 FORH=1TO1500:NEXT:GOTO400
1000 DATA169,0,133,163,169,48,133,164,16
9,0,133,165,169,208,133,166,173
1010 DATA14,220,41,254,141,14,220,165,1
1020 DATA41,251,133,1,160,255,200,177,16
5,145,163,192,255,208,247,166,164
1030 DATA232,134,164,164,166,200,132,166
,228,52,208,231,165,1,9,4,133
1040 DATA1,173,14,220,9,1,141,14,220,173
,24,208,41,240,105,12,141,24,208,96,255
1050 DATA129,129,129,129,129,129,255
2000 DATA0,1,254,254,254,254,1,0
2002 DATA60,60,60,60,60,60,60,66
2004 DATA60,61,62,62,30,14,1,0
2006 DATA60,188,124,124,120,112,128,0
2008 DATA0,1,14,30,62,62,61,60
2010 DATA0,128,112,120,124,124,188,60
2012 DATA0,14,63,95,191,158,78,56
2014 DATA16,16,56,92,190,190,124,56
2016 DATA255,255,126,60,24,60,66,66
2018 DATA255,255,223,223,79,115,63,7
2020 DATA255,255,251,251,242,206,252,208
,4,4,5,31,49,112,127,255
2100 DATA255,56,15,7,3,3,1,1,223,223,223
,79,97,56,15,0
2102 DATA255,0,255,255,255,255,255,255,2
54,6,254,254,254,254,252,252
2104 DATA252,252,252,249,249,247,193,1,2
55,255,135,134,134,134,255,255
2106 DATA192,192,224,56,63,63,255,255,19
2,192,160,160,144,144,136,134
```

```
2108 DATA0,96,120,126,120,96,64,64
3000 DATA3608,3608,4050,4291,5407,4291
3010 DATA4050,3608,2703,3608,4050,4291
3020 DATA5407,4291,4050,3608,4291,4050
3030 DATA4050,4050,4291,4817,4291,4050
3040 DATA3608,4291,5407,4291,3608,2703
3050 DATA2864,3215,3608,4291,4050,4291
3060 DATA3608,4291,5407,4291,3608
3070 DATA40,40,40,40,40,16,16,40,40,40
3080 DATA16,16,40,16,16,40,40,88,40,16
3090 DATA16,40,16,16,16,16,16,16,40,40
3095 DATA40,16,16,40,16,16,16,16,16,16
3096 DATA88
3100 DATA4817,4817,4817,3608,3608,2864
3105 DATA2703,2864,2703,2408
3110 DATA20,10,10,20,20,10,10,10,10,40
3200 DATA5728,4291,5728,4291,5728,4291
3210 DATA5728,4291,5728,6430,7217,7647
3220 DATA8583,7647,6430,7647,6430,7647
3230 DATA6430,7647,8101,8583,9094,9634
3240 DATA10814,11457,6430,7647,8101
3250 DATA8583,9094,9634,10814,11457
3260 DATA10,10,10,10,10,10,10,10,10,10
3270 DATA10,10,45,10,10,10,10,10,10,10
3280 DATA10,10,10,10,10,20,1,1,1,1,1,1,1
,10

READY.
```

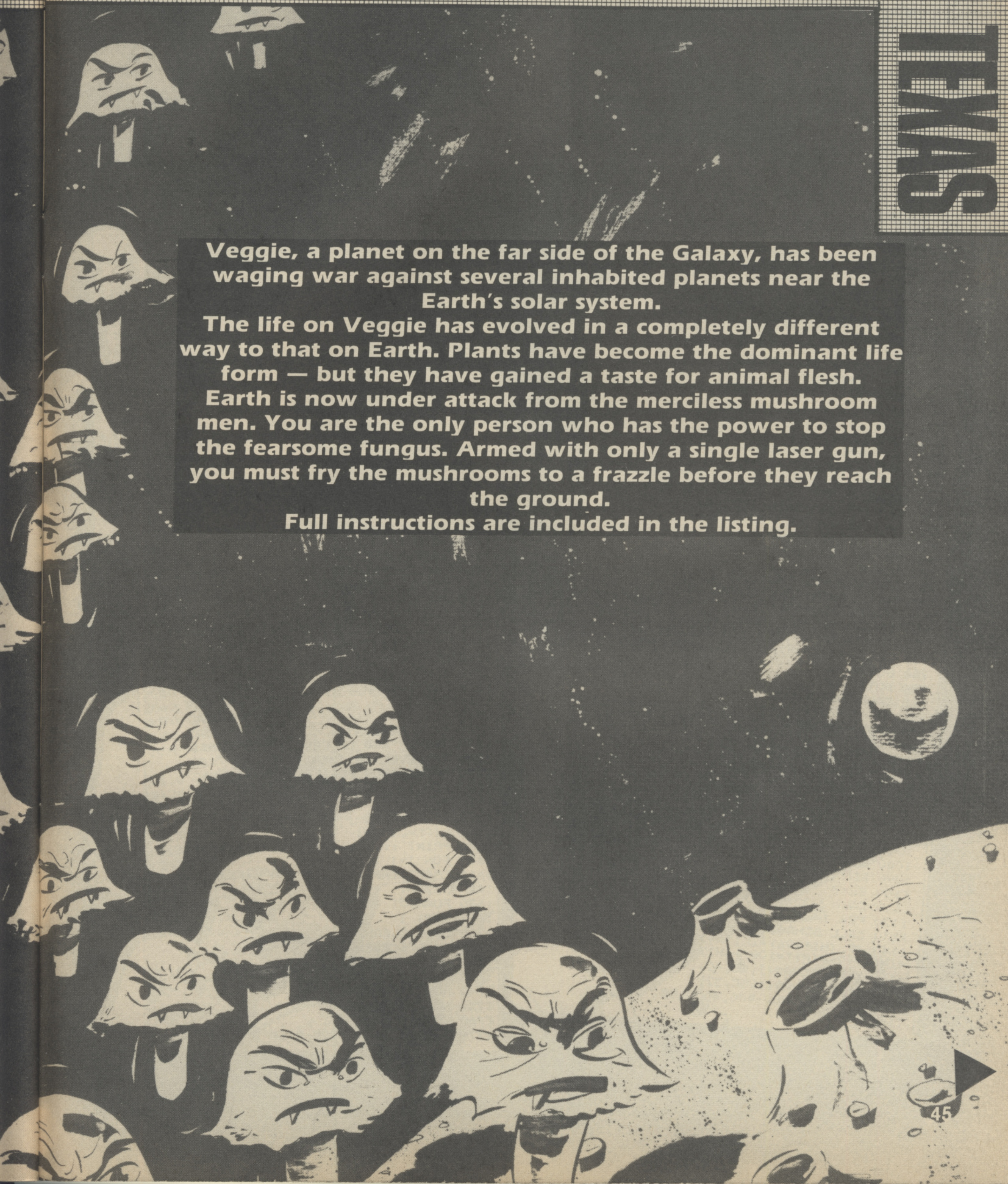
MUTANT MUSHROOMS

```
100 RANDOMIZE
110 CALL CLEAR
120 PRINT "INSTRUCTIONS"::
130 INPUT "ENTER Y/N ":Q$
140 IF Q$="N" THEN 290
150 IF Q$<>"Y" THEN 100
160 CALL CLEAR
170 PRINT " THE REVENGE OF THE MUTANT"::"     !!!!!MUSHROOMS!!!!!":"*************
*************"::
180 PRINT "USE THE "".""  KEY FOR RIGHT"::"USE THE ""Z"" KEY FOR LEFT"::
190 PRINT "USE THE ""F"" KEY TO FIRE"::::"THERE ARE TEN LEVELS"::"YOUR OBJECT :-
":"KILL ALL THE MUSHROOMS "::
200 PRINT "BEFORE ANY LAND "::"PRESS ANY KEY TO CONTINUE"
210 CALL KEY(0.K.S)
220 IF S=0 THEN 210
230 CALL CLEAR
240 PRINT "AS EACH WAVE COMES THEY GET"::"NEARER TO THE GROUND"::::"POINTS FOR E
ACH HIT"::"EXTRA LIFE AFTER WAVE"
250 PRINT :TAB(10):"5"::"YOU HAVE THREE LIVES"::"BE LUCKY !!"::
260 PRINT "PRESS ANY KEY TO START"::
270 CALL KEY(0.K.S)
280 IF S=0 THEN 270
290 CALL CLEAR
300 REM   DEFINE CHARS 96 - 101 M.ROOM - 104/105 GUN - 120/121 EXPLOSION - 42/MI
```

```
SSILE - 128 LIFE
310 FOR XX=96 TO 101
320 CALL CHAR(XX."3C7EFF9918181818")
330 NEXT XX
340 CALL CHAR(95."")
350 CALL CHAR(104."181818189999FFFF")
360 CALL CHAR(105."000000008181FFFF")
370 CALL CHAR(120."8124421818422481")
380 CALL CHAR(121."9900249999240099")
390 CALL CHAR(42."001010101038")
400 CALL CHAR(128."00000008082A2A3E")
410 REM   DEFINE COLORS
420 CALL COLOR(9.16.1)
430 CALL COLOR(10.10.1)
440 CALL COLOR(12,16.1)
450 CALL COLOR(13.2,5)
460 CALL COLOR(2,11.1)
470 CALL SCREEN(2)
480 FOR I=3 TO 8
490 CALL COLOR(I.16,5)
500 NEXT I
510 REM   SET VARIABLES
520 LIFE=3
530 RESTORE 580
540 FOR S=1 TO 6
550 M(S)=S+95
560 ROW(S)=0
570 READ F
580 DATA 4,9,14.19.24.29
590 COL(S)=F
```

BY ANTHONY HUBY

TEXAS

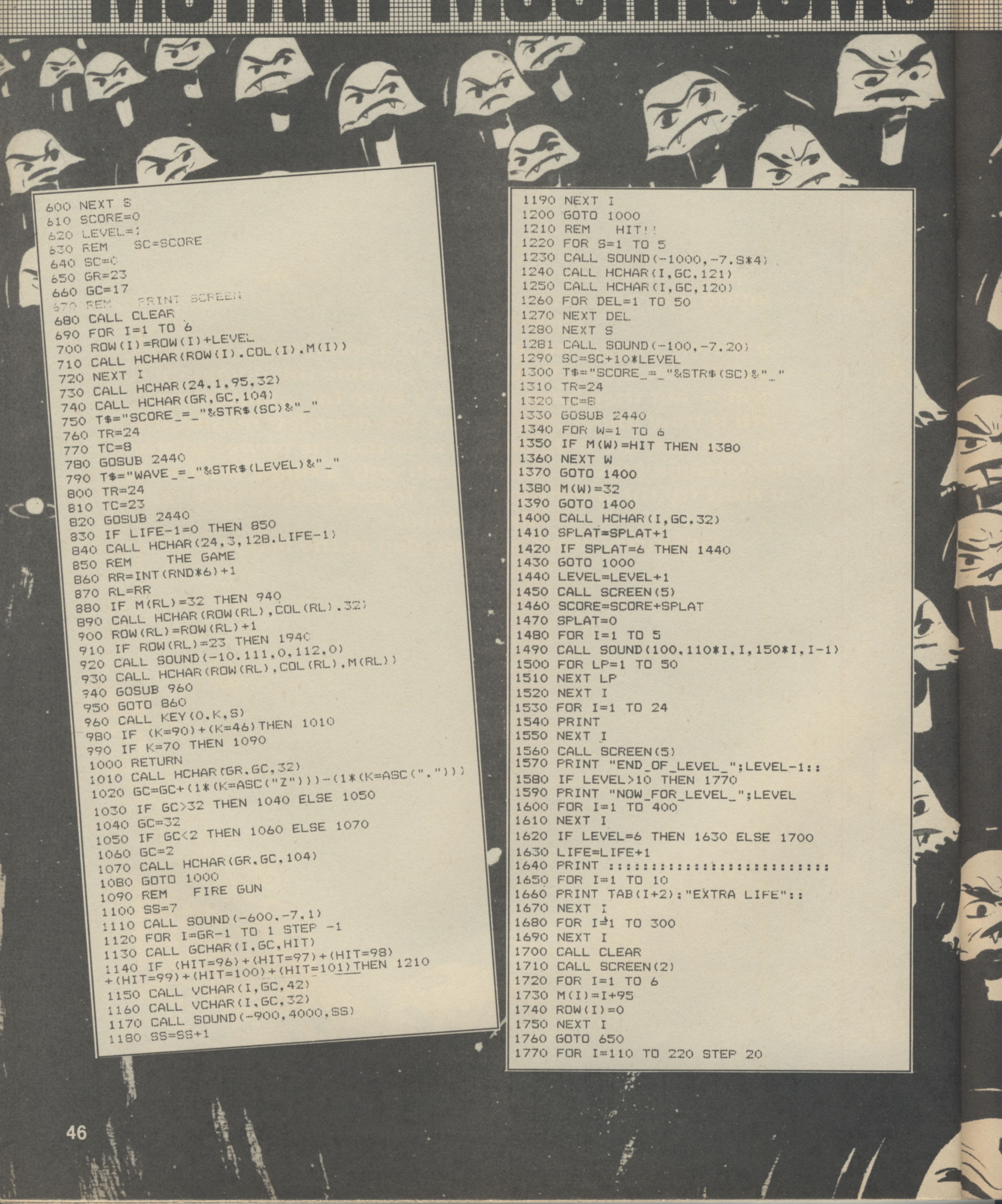


Veggie, a planet on the far side of the Galaxy, has been waging war against several inhabited planets near the Earth's solar system.

The life on Veggie has evolved in a completely different way to that on Earth. Plants have become the dominant life form — but they have gained a taste for animal flesh. Earth is now under attack from the merciless mushroom men. You are the only person who has the power to stop the fearsome fungus. Armed with only a single laser gun, you must fry the mushrooms to a frazzle before they reach the ground.

Full instructions are included in the listing.

MUTANT MUSHROOMS



```
600 NEXT S
610 SCORE=0
620 LEVEL=1
630 REM   SC=SCORE
640 SC=0
650 GR=23
660 GC=17
670 REM   PRINT SCREEN
680 CALL CLEAR
690 FOR I=1 TO 6
700 ROW(I)=ROW(I)+LEVEL
710 CALL HCHAR(ROW(I).COL(I).M(I))
720 NEXT I
730 CALL HCHAR(24.1,95,32)
740 CALL HCHAR(GR,GC.104)
750 T$="SCORE_=_"&STR$(SC)&"_"
760 TR=24
770 TC=8
780 GOSUB 2440
790 T$="WAVE_=_"&STR$(LEVEL)&"_"
800 TR=24
810 TC=23
820 GOSUB 2440
830 IF LIFE-1=0 THEN 850
840 CALL HCHAR(24,3,128.LIFE-1)
850 REM    THE GAME
860 RR=INT(RND*6)+1
870 RL=RR
880 IF M(RL)=32 THEN 940
890 CALL HCHAR(ROW(RL),COL(RL).32)
900 ROW(RL)=ROW(RL)+1
910 IF ROW(RL)=23 THEN 1940
920 CALL SOUND(-10.111,0,112,0)
930 CALL HCHAR(ROW(RL),COL(RL),M(RL))
940 GOSUB 960
950 GOTO 860
960 CALL KEY(0.K,S)
980 IF (K=90)+(K=46)THEN 1010
990 IF K=70 THEN 1090
1000 RETURN
1010 CALL HCHAR(GR.GC,32)
1020 GC=GC+(1*(K=ASC("Z")))-(1*(K=ASC(".")))
1030 IF GC>32 THEN 1040 ELSE 1050
1040 GC=32
1050 IF GC<2 THEN 1060 ELSE 1070
1060 GC=2
1070 CALL HCHAR(GR.GC,104)
1080 GOTO 1000
1090 REM   FIRE GUN
1100 SS=7
1110 CALL SOUND(-600.-7,1)
1120 FOR I=GR-1 TO 1 STEP -1
1130 CALL GCHAR(I,GC,HIT)
1140 IF (HIT=96)+(HIT=97)+(HIT=98)
+(HIT=99)+(HIT=100)+(HIT=101)THEN 1210
1150 CALL VCHAR(I,GC,42)
1160 CALL VCHAR(I,GC,32)
1170 CALL SOUND(-900,4000,SS)
1180 SS=SS+1
```

```
1190 NEXT I
1200 GOTO 1000
1210 REM   HIT!!
1220 FOR S=1 TO 5
1230 CALL SOUND(-1000,-7.S*4)
1240 CALL HCHAR(I,GC,121)
1250 CALL HCHAR(I,GC,120)
1260 FOR DEL=1 TO 50
1270 NEXT DEL
1280 NEXT S
1281 CALL SOUND(-100,-7.20)
1290 SC=SC+10*LEVEL
1300 T$="SCORE_=_"&STR$(SC)&"_"
1310 TR=24
1320 TC=6
1330 GOSUB 2440
1340 FOR W=1 TO 6
1350 IF M(W)=HIT THEN 1380
1360 NEXT W
1370 GOTO 1400
1380 M(W)=32
1390 GOTO 1400
1400 CALL HCHAR(I,GC.32)
1410 SPLAT=SPLAT+1
1420 IF SPLAT=6 THEN 1440
1430 GOTO 1000
1440 LEVEL=LEVEL+1
1450 CALL SCREEN(5)
1460 SCORE=SCORE+SPLAT
1470 SPLAT=0
1480 FOR I=1 TO 5
1490 CALL SOUND(100.110*I.I,150*I.I-1)
1500 FOR LP=1 TO 50
1510 NEXT LP
1520 NEXT I
1530 FOR I=1 TO 24
1540 PRINT
1550 NEXT I
1560 CALL SCREEN(5)
1570 PRINT "END_OF_LEVEL_";LEVEL-1::
1580 IF LEVEL>10 THEN 1770
1590 PRINT "NOW_FOR_LEVEL_";LEVEL
1600 FOR I=1 TO 400
1610 NEXT I
1620 IF LEVEL=6 THEN 1630 ELSE 1700
1630 LIFE=LIFE+1
1640 PRINT ::::::::::::::::::::::::
1650 FOR I=1 TO 10
1660 PRINT TAB(I+2);"EXTRA LIFE"::
1670 NEXT I
1680 FOR I=1 TO 300
1690 NEXT I
1700 CALL CLEAR
1710 CALL SCREEN(2)
1720 FOR I=1 TO 6
1730 M(I)=I+95
1740 ROW(I)=0
1750 NEXT I
1760 GOTO 650
1770 FOR I=110 TO 220 STEP 20
```

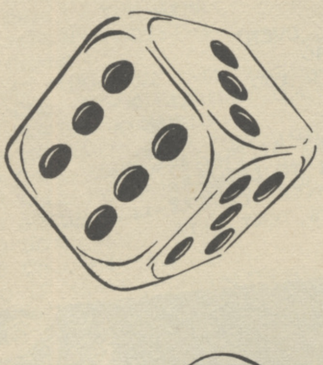
BY ANTHONY HUBY

TEXAS

```
1780 CALL SOUND(100.I,5,I+10+(10*I),5)
1790 NEXT I
1800 CALL SCREEN(5)
1810 FOR I=1 TO 24
1820 PRINT
1830 NEXT I
1840 IF LEVEL-1=0 THEN 1850 ELSE 1870
1850 PRINT "WHAT_A_WALLY"::"LOST_ON_LEVEL_1"::
1860 GOTO 1880
1870 PRINT "YOU_SUCCESSFULLY_COMPLETED_";
     LEVEL-1;"_LEVELS"
1880 IF LEVEL>8 THEN 1890 ELSE 1900
1890 PRINT "A_PAT_ON_THE_BACK_FOR_YOU_"
1900 PRINT :::
1910 PRINT ::"SCORE__";SC;"_HITS__";SCORE
1920 PRINT ::"CLEAR_AND_RUN_TO_PLAY_AGAIN"
1930 GOTO 1930
1940 CALL HCHAR(ROW(RL),COL(RL),M(RL))
1950 SCORE=SCORE+SPLAT
1960 LIFE=LIFE-1
1970 FOR I=1 TO 200
1980 NEXT I
1990 IF COL(RL)>GC THEN 2060
2000 FOR I=COL(RL)+1 TO GC-1
2010 CALL HCHAR(23,I,126)
2020 CALL SOUND(-30,-5,5)
2030 CALL HCHAR(23,I,32)
2040 NEXT I
2050 GOTO 2110
2060 FOR I=COL(RL)-1 TO GC+1 STEP -1
2070 CALL HCHAR(23,I,126)
2080 CALL SOUND(-30,-5,5)
2090 CALL HCHAR(23,I,32)
2100 NEXT I
2110 CALL SOUND(-900,-7,0)
2120 CALL COLOR(10,14,1)
2130 FOR I=1 TO 100
2140 NEXT I
2150 CALL HCHAR(GR,GC,105)
2160 FOR I=1 TO 300
2170 NEXT I
2180 CALL COLOR(10,10,1)
2190 IF LIFE=0 THEN 2360 ELSE 2200
```

```
2191 CALL SCREEN(5)
2200 FOR I=1 TO 25
2210 PRINT
2220 NEXT I
2230 PRINT TAB(12);"OOPS !":::
     TAB(8);"ONE LIFE GONE !"::::::::::::
2240 FOR I=1 TO 300
2250 NEXT I
2260 FOR I=1 TO 25
2270 PRINT
2280 NEXT I
2290 CALL SCREEN(2)
2300 FOR I=1 TO 6
2310 M(I)=I+95
2320 ROW(I)=0
2330 NEXT I
2340 SPLAT=0
2350 GOTO 650
2360 CALL SCREEN(12)
2370 TR=15
2380 TC=11
2390 T$="GAME__OVER"
2400 GOSUB 2440
2410 FOR I=1 TO 100
2420 NEXT I
2430 GOTO 1770
2440 REM   PRINT AT ROUTINE
2450 FOR TEXT=1 TO LEN(T$)
2460 CALL HCHAR(TR,TC+TEXT-1,
     ASC(SEG$(T$,TEXT,1)))
2470 NEXT TEXT
2480 RETURN
```

YAHTZEE



```
10 OPEN #1,4,0,"K:":DIM A$(7),B$(5),C(5),A1(16),B1(16),C1(16),D1(16)
11 FOR W=1 TO 16:A1(W)=0:B1(W)=0:C1(W)=0:D1(W)=0:NEXT W:GO=1
15 GOSUB 25000
35 GOSUB 9500
60 DATA 0,3,1,5,2,7,3,9,4,11,5,10,6,8,7,5,8,3,9,1,10,4,11,6,12,8,13,10,14,7,15,4
,16,2,17,0,18,2,19,4,20,5,21,7,22
65 DATA 9,23,11
70 POSITION 1,9:? "HOW MANY WILL PLAY   UP TO 4  PLAYERS":PP=1:GET #1,KP:KP=KP-4
8:IF KP>4 THEN 30
75 POSITION 1,9:? "                                     "
80 POSITION 5,11:? "player  ";CHR$(PP+144)
85 POSITION 5,12:? "round   ";GO
200 R=5:Y=-8:GOSUB 10000:GOSUB 11000
210 GOSUB 13000:GOSUB 14000
220 D=1:V=-8
230 FOR DICE=1 TO 6:IF DICE>5 THEN 270
240 IF B$(DICE,DICE)="K" THEN V=V+8:NEXT DICE
250 IF B$(DICE,DICE)="C" THEN GOSUB 15000
260 NEXT DICE
270 GOSUB 16000
300 GOSUB 12000:GOSUB 13000:GOSUB 14000
310 D=1:V=-8
320 FOR DICE=1 TO 6:IF DICE>5 THEN 360
330 IF B$(DICE,DICE)="K" THEN V=V+8:NEXT DICE
340 IF B$(DICE,DICE)="C" THEN GOSUB 15000
350 NEXT DICE
360 GOSUB 17000:GOSUB 16000
400 FOR T=1 TO 600:NEXT T:GOSUB 7500:GOSUB 24000
440 POSITION 1,20:? "THE DICE READ ";C(1);".";C(2);".";C(3);".";C(4);".";C(5);"
";"( PLAYER ";CHR$(176+PP);" )"
441 POSITION 0,21:? " INPUT WHERE YOU WANT YOUR SCORE TO GO"
442 POSITION 0,22:? "  TO ENTER A BLANK PRESS  ´SPACE BAR´"
450 GET #1,K:IF K=32 THEN SCORE=-1:GOTO 4500
455 IF K<65 OR K>77 THEN 450
468 IF K>70 THEN Y=K-62:GOTO 470
469 Y=K-64
470 IF PP=1 THEN X=20:GOTO 3000
475 IF PP=2 THEN X=25:GOTO 3100
480 IF PP=3 THEN X=30:GOTO 3200
485 IF PP=4 THEN X=35:GOTO 3300
490 IF GO=13 AND PP=KP THEN FOR T=1 TO 750:NEXT T:GOTO 26000
492 POSITION 0,20:? "                                      "
494 POSITION 0,21:? "                                      "
495 POSITION 0,22:? "       PRESS ANY KEY TO CONTINUE     ":GET #1,K
504 S1=0:S2=0:S3=0:S4=0:S5=0:S6=0
505 PP=PP+1
510 IF PP>KP THEN PP=1:GO=GO+1:IF GO>13 THEN 26000
520 GOSUB 9500:GOTO 80
3000 GOSUB 20000:IF A1(Y)<>0 THEN 4600
3010 IF Y<7 THEN GOTO 3050
3020 GOSUB 22000+Y-1:A1(Y)=SCORE:A1(16)=A1(16)+A1(Y)
3030 GOSUB 24000:GOTO 490
3050 GOSUB 22000+Y+1:A1(Y)=SCORE:A1(7)=A1(7)+A1(Y):IF A1(7)>63 THEN A1(8)=A1(8)+
35:A1(16)=A1(16)+35
3060 A1(8)=A1(8)+A1(Y):A1(16)=A1(16)+A1(Y):GOTO 3030
3100 GOSUB 20000:IF B1(Y)<>0 THEN 4600
3110 IF Y<7 THEN GOTO 3150
3120 GOSUB 22000+Y-1:B1(Y)=SCORE:B1(16)=B1(16)+B1(Y)
3130 GOSUB 24000:GOTO 490
3150 GOSUB 22000+Y+1:B1(Y)=SCORE:B1(7)=B1(7)+B1(Y):IF B1(7)>63 THEN B1(8)=B1(8)+
35:B1(16)=B1(16)+35
3160 B1(8)=B1(8)+B1(Y):B1(16)=B1(16)+B1(Y):GOTO 3130
3200 GOSUB 20000:IF C1(Y)<>0 THEN 4600
3210 IF Y<7 THEN GOTO 3250
3220 GOSUB 22000+Y-1:C1(Y)=SCORE:C1(16)=C1(16)+C1(Y)
```

BY DAVID BAINES

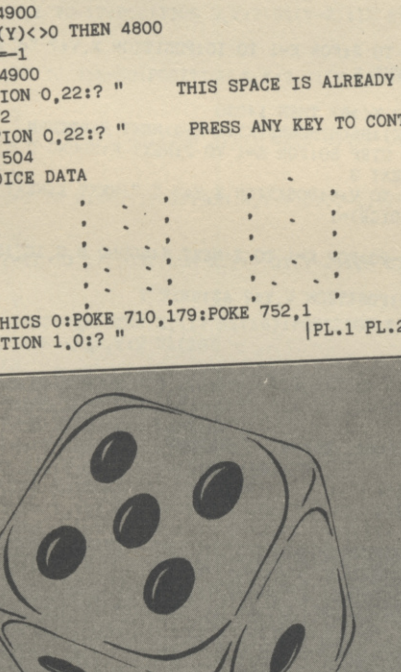
ATARI

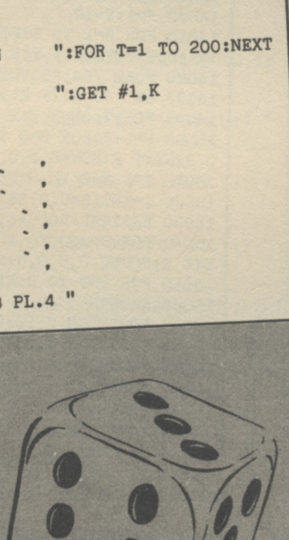
Computer & Video Games has a long record of publishing high-quality versions of famous board games — notably Master-Mind, chess and a particularly good computer version of Monopoly in last February's Book of Games.

So we couldn't really let this year's mega-issue go without a board game.

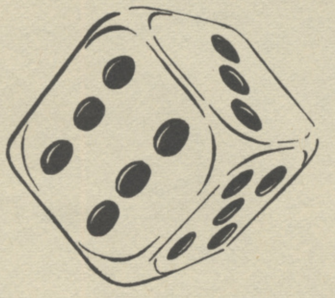
We consider David Baines' Yahtzee to be one of the best board game conversions we've yet seen and we think it's quite a good way to end this month's Book of Games.

```
3230 GOSUB 24000:GOTO 490
3250 GOSUB 22000+Y+1:C1(Y)=SCORE:C1(7)=C1(7)+C1(Y):IF C1(7)>63 THEN C1(8)=C1(8)+
35:C1(16)=C1(16)+35
3260 C1(8)=C1(8)+C1(Y):C1(16)=C1(16)+C1(Y):GOTO 3230
3300 GOSUB 20000:IF D1(Y)<>0 THEN 4600
3310 IF Y<7 THEN GOTO 3350
3320 GOSUB 22000+Y-1:D1(Y)=SCORE:D1(16)=D1(16)+D1(Y)
3330 GOSUB 24000:GOTO 490
3350 GOSUB 22000+Y+1:D1(Y)=SCORE:D1(7)=D1(7)+D1(Y):IF D1(7)>63 THEN D1(8)=D1(8)+
35:D1(16)=D1(16)+35
3360 D1(8)=D1(8)+D1(Y):D1(16)=D1(16)+D1(Y):GOTO 3330
4500 POSITION 1,22:? "  WHERE DO YOU WANT TO PUT A BLANK  ":GET #1,K
4510 IF K>70 THEN Y=K-62:GOTO 4530
4520 Y=K-64
4530 IF PP=1 THEN 4600
4535 IF PP=2 THEN 4650
4540 IF PP=3 THEN 4700
4545 IF PP=4 THEN 4750
4600 IF A1(Y)<>0 THEN 4800
4610 A1(Y)=-1
4620 GOTO 4900
4650 IF B1(Y)<>0 THEN 4800
4660 B1(Y)=-1
4670 GOTO 4900
4700 IF C1(Y)<>0 THEN 4800
4710 C1(Y)=-1
4720 GOTO 4900
4750 IF D1(Y)<>0 THEN 4800
4760 D1(Y)=-1
4770 GOTO 4900
4800 POSITION 0,22:? "     THIS SPACE IS ALREADY TAKEN     ":FOR T=1 TO 200:NEXT
 T:GOTO 442
4900 POSITION 0,22:? "     PRESS ANY KEY TO CONTINUE     ":GET #1,K
4910 GOTO 504
5000 REM DICE DATA                      .
5010 DATA     ,  .  ,       ,     ,     ,  .  ,
5020 DATA     ,  .  ,       ,  .  ,     ,  .  ,
5030 DATA     , .  . ,      ,     ,     , .  . ,
5040 DATA     , .  . ,      ,  .  ,     , .  . ,
5050 DATA     , .  . ,      , .  . ,    , .  . ,
5060 DATA     ,     ,       ,     ,     ,     ,
7500 GRAPHICS 0:POKE 710,179:POKE 752,1
7510 POSITION 1,0:? "                |PL.1 PL.2 PL.3 PL.4 "
```





YAHTZEE

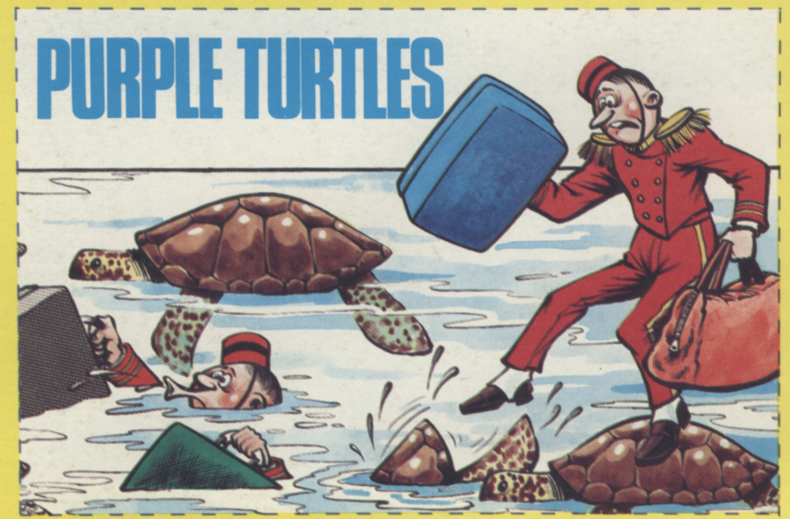


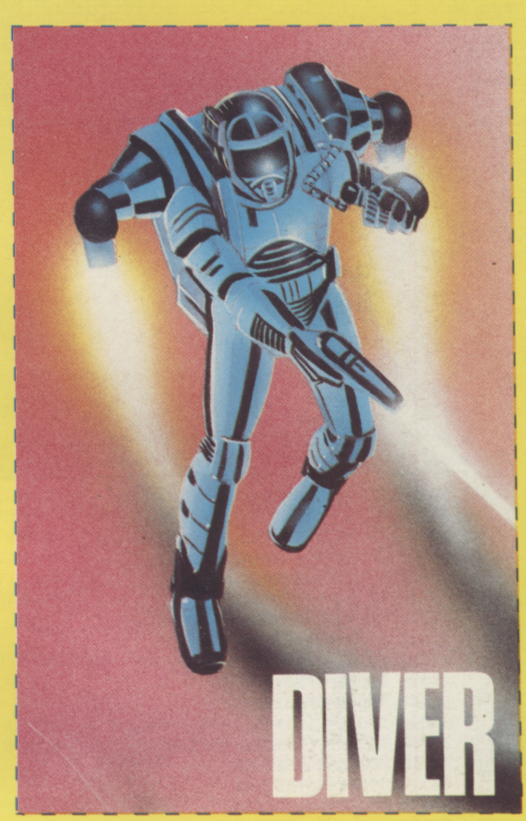
```
7520 POSITION 1,2:? " One´s   =.....A.|"
7530 POSITION 1,3:? " Two´s   =.....B.|"
7540 POSITION 1,4:? " Three´s =.....C.|"
7550 POSITION 1,5:? " Four´s  =.....D.|"
7560 POSITION 1,6:? " Five´s  =.....E.|"
7570 POSITION 1,7:? " Six´s   =.....F.|"
7580 POSITION 1,8:? " TOTALS  =.....=.|"
7590 POSITION 1,9:? " TOTAL THIS SEC=.|"
7600 POSITION 0,10:? " ________________________________________  "
7610 POSITION 1,11:? " 3 OF A KIND...G.|"
7620 POSITION 1,12:? " 4 OF A KIND...H.|"
7630 POSITION 1,13:? " FULL HOUSE....I.|"
7640 POSITION 1,14:? " LOW STRAIGHT..J.|"
7650 POSITION 1,15:? " HIGH STRAIGHT.K.|"
7660 POSITION 1,16:? " YAHTZEE.......L.|"
7670 POSITION 1,17:? " CHANCE........M.|"
7680 POSITION 1,18:? " GRAND TOTAL...=.|"
7690 POSITION 1,19:? "________________________________________":GOSUB 24000:RETURN

9500 GRAPHICS 0:POKE 752,1:POKE 708,84:POKE 709,190:POKE 710,248:POKE 711,110:PO
KE 712,248
9510 L=PEEK(741)+256*PEEK(742)
9520 RESTORE 9540
9530 FOR Q=1 TO 14:READ P:POKE L+P+6,6:NEXT Q
9540 DATA 1,2,10,11,12,13,14,15,16,17,18,19,20,21
9550 FOR Q=22 TO 25:POKE L+Q+7,7:NEXT Q:RETURN
10000 POSITION 1,1:? "   first throw   ":RETURN
11000 FOR DICE=1 TO R:Y=Y+8
11020 I=INT(RND(0)*6)+1:C(DICE)=I
11030 RESTORE 5000+(I*10)
11040 FOR X=2 TO 8:READ A$:POSITION Y,X:? A$:NEXT X
11050 FOR S=200 TO 0 STEP -20:FOR J=1 TO 2:NEXT J:SOUND 0,S,10,12:FOR J=1 TO 2:N
EXT J:SOUND 0,0,0,0:NEXT S
11060 NEXT DICE:RETURN
12000 POSITION 1,1:? "  second  throw   ":RETURN
13000 POSITION 2,12:? "to change a dice        PRESS ´C´ "
13010 POSITION 2,13:? " to keep a dice         PRESS ´K´"
13020 POSITION 3,15:? "YOU MUST PRESS C OR K FOR EACH DICE"
13050 RETURN
14000 X=1:Y=10
14010 FOR R=1 TO 5:FOR G=1 TO 2:FOR K=1 TO 10:POSITION X,Y:? "o":NEXT K:FOR K=1
TO 10:POSITION X,Y:? "?":NEXT K
14020 POKE 764,255:NEXT G
14030 GET #1,K:IF K<>75 AND K<>67 THEN 14030
14040 POSITION X,Y:? CHR$(K):B$(R)=CHR$(K):X=X+4:NEXT R:RETURN
15000 V=V+8:FOR S=0 TO 200 STEP 50:FOR K=1 TO 2:NEXT K:SOUND 0,S,10,12:FOR K=1 T
O 2:NEXT K:SOUND 0,0,0,0:NEXT S
15010 FOR Y=2 TO 8:FOR X=V TO V+6:POSITION X,Y:? " ":NEXT X:NEXT Y
15020 I=INT(RND(0)*6)+1:C(DICE)=I
15030 RESTORE 5000+(I*10)
15040 FOR S=200 TO 0 STEP -20:FOR K=1 TO 2:NEXT K:SOUND 0,S,10,12:FOR K=1 TO 2:N
EXT K:SOUND 0,0,0,0:NEXT S
15050 FOR Y=2 TO 8:READ A$:POSITION V,Y:? A$:NEXT Y
15060 RETURN
16000 POSITION 2,12:? "                                     "
16010 POSITION 2,13:? "                                    "
16020 POSITION 3.15:? "                                      "
16030 POSITION 1,10:? "                          "
16050 RETURN
17000 POSITION 1,1:? "   final  throw   ":RETURN
20000 FOR D=1 TO 5
20010 IF C(D)=1 THEN S1=S1+1
20020 IF C(D)=2 THEN S2=S2+1
```

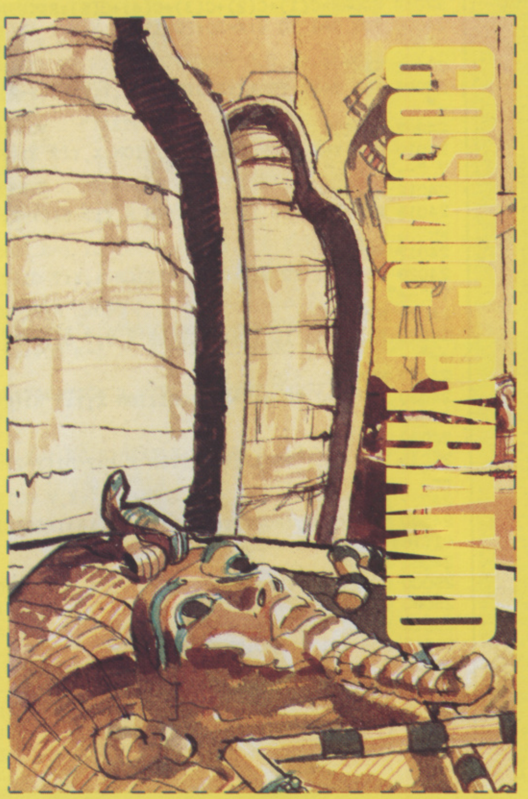
BY DAVID BAINES

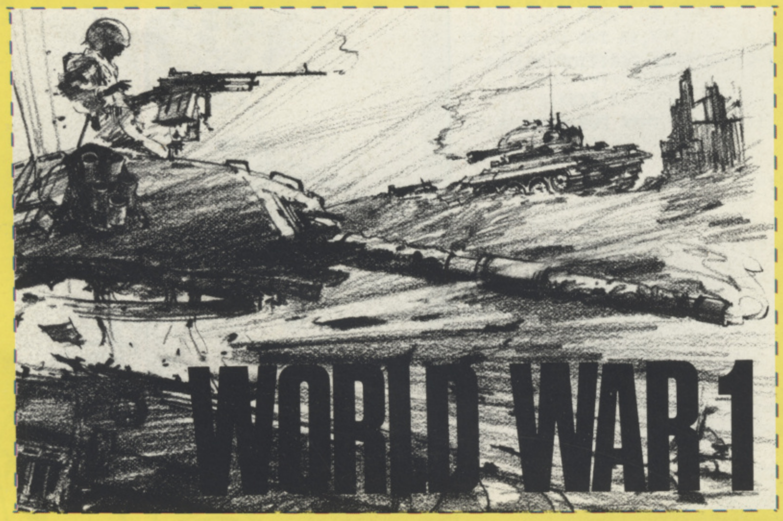
```
20030 IF C(D)=3 THEN S3=S3+1
20040 IF C(D)=4 THEN S4=S4+1
20050 IF C(D)=5 THEN S5=S5+1
20060 IF C(D)=6 THEN S6=S6+1
20065 NEXT D:RETURN
22002 SCORE=1*S1:RETURN
22003 SCORE=2*S2:RETURN
22004 SCORE=3*S3:RETURN
22005 SCORE=4*S4:RETURN
22006 SCORE=5*S5:RETURN
22007 SCORE=6*S6:RETURN
22008 SCORE=C(1)+C(2)+C(3)+C(4)+C(5):RETURN
22009 SCORE=C(1)+C(2)+C(3)+C(4)+C(5):RETURN
22010 SCORE=25:RETURN
22011 SCORE=30:RETURN
22012 SCORE=40:RETURN
22013 SCORE=50:RETURN
22014 SCORE=C(1)+C(2)+C(3)+C(4)+C(5):RETURN
24000 FOR Y=2 TO 9:X=20:POSITION X,Y:? A1(Y-1):IF A1(Y-1)=-1 THEN POSITION X,Y:?
 "--"
24002 NEXT Y
24005 FOR Y=11 TO 17:POSITION X,Y:? A1(Y-2):IF A1(Y-2)=-1 THEN POSITION X,Y:? "-
-"
24007 NEXT Y
24010 FOR Y=2 TO 9:X=25:POSITION X,Y:? B1(Y-1):IF B1(Y-1)=-1 THEN POSITION 25,Y:
? "--"
24012 NEXT Y
24015 FOR Y=11 TO 17:POSITION X,Y:? B1(Y-2):IF B1(Y-2)=-1 THEN POSITION 25,Y:? "
--"
24017 NEXT Y
24020 FOR Y=2 TO 9:X=30:POSITION X,Y:? C1(Y-1):IF C1(Y-1)=-1 THEN POSITION 30,Y:
? "--"
24022 NEXT Y
24025 FOR Y=11 TO 17:POSITION X,Y:? C1(Y-2):IF C1(Y-2)=-1 THEN POSITION 30,Y:? "
--"
24027 NEXT Y
24030 FOR Y=2 TO 9:X=35:POSITION X,Y:? D1(Y-1):IF D1(Y-1)=-1 THEN POSITION 35,Y:
? "--"
24032 NEXT Y
24035 FOR Y=11 TO 17:POSITION X,Y:? D1(Y-2):IF D1(Y-2)=-1 THEN POSITION 35,Y:? "
--"
24037 NEXT Y
24040 Y=18:X=20:POSITION X,Y:? A1(16):POSITION X+5,Y:? B1(16):POSITION X+10,Y:?
C1(16):POSITION X+15,Y:? D1(16)
24050 RETURN
25000 GRAPHICS 17:POKE 708,250:POKE 709,6:POKE 710,12:POKE 711,26:POKE 712,50
25005 FOR S=230 TO 0 STEP -10:SOUND 0,S,10,10:READ Y,X
25010 POSITION X,Y:? #6;"YahTzEe"
25015 FOR K=1 TO 20:NEXT K:NEXT S
25020 SOUND 0,0,0,0:SOUND 1,0,0,0:RETURN
26000 GRAPHICS 18:POKE 712,228
26010 POSITION 1,3:? #6;"PLAYER 1 SCORE ";A1(16)
26020 POSITION 1,5:? #6;"PLAYER 2 SCORE ";B1(16)
26030 POSITION 1,7:? #6;"PLAYER 3 SCORE ";C1(16)
26040 POSITION 1,9:? #6;"PLAYER 4 SCORE ";D1(16)
26050 IF A1(16)>B1(16) AND A1(16)>C1(16) AND A1(16)>D1(16) THEN 26100
26060 IF B1(16)>A1(16) AND B1(16)>C1(16) AND B1(16)>D1(16) THEN 26110
26070 IF C1(16)>A1(16) AND C1(16)>B1(16) AND C1(16)>D1(16) THEN 26120
26080 POSITION 2,1:? #6;"player  4  wins ":GOTO 26080
26100 POSITION 2,1:? #6;"player  1  wins ":GOTO 26100
26110 POSITION 2,1:? #6;"player  2  wins ":GOTO 26110
26120 POSITION 2,1:? #6;"player  3  wins ":GOTO 26120
```

THE GREAT C&VG COVER-UP!


PURPLE TURTLES




COSMIC PYRAMID



Why not brighten up those boring old blank tape labels by using *C&VG*'s Book of Games cassette inlays? Just use a sharp pair of scissors to cut out the labels, paste them onto the blank cassette inlay and you'll have you're very own custom-made *C&VG* games cassette. Neat eh? If you don't want to spoil your Book of Games, why not get together with a friend and swap them — or else buy another copy of *C&VG*? We have to keep paying protection money to the Bugs somehow!